

Yokai Magick

a handbook of magic and methods for summoning yokai

妖怪

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a handbook of magic and
methods for summoning yokai
[free edition]

by Robert Walthall

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*Special thanks to my friends and family.
For those that have helped me along the way, may you receive infinite blessings.
To thee magickal cats ov thee 23rd current.
Last but not least, thank you, the reader.*

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Foreward

Nowadays, there is an abundance of great magic books available. Whether you visit your nearby bookstore or search online, chances are you'll discover something that piques your interest.

This book delves into the realm of yokai with techniques ranging from eastern inspired practices to modern methods. A short and direct primer to introduce the aspiring magician to their magic.

The material in this book assumes the reader has a basic understanding in the practices of magic. The experienced magician will feel right at home and most of the basics are covered up to the pages on summoning methods for those with less experience. If you come across anything you do not understand I encourage you to do some research.

Included is more than 150 yokai and methods on how to work with them. Yokai are diverse spirits found in the folklore and spiritual beliefs of East Asia. Some are heavenly, some are earthbound, and there are many that fall somewhere in between.

Robert Walthall

Feb 27th, 2024 Year of the Dragon

Gnosis and Magical Trance

Altered states of consciousness, commonly referred to as gnosis, plays a crucial role in magic.

The applications of gnosis are many and is important in order to perceive the world of spirits and interact with them, as well as to enact certain operations in magic.

Sigil magic, for instance requires one to gaze upon a symbol while in an altered state of consciousness to implant the symbol into the unconscious mind. Other activities such as skrying and astral projection are much more effective in a state of magical trance, as well as rites of evocation – making it easier to perceive and communicate with spirits.

There are many ways to accomplish this, as well as more extreme methods listed in other books. It should be stated that one does not need to go to extremes to enter altered states of consciousness, especially if you are experiencing any medical conditions.

Some methods of attaining trance include raja yoga, mantras, rhythmic breathing, pranayama, invocations, meditation, or energy work. The further you take these practices, the deeper the levels of trance can be acquired.

Banishing and Invoking Rituals

It is important to establish a proficient banishing ritual for yourself. A well constructed banishing ritual yields a range of beneficial effects.

The Hermetic Order of the Golden Dawn's 'Lesser Banishing Ritual of the Pentagram' is an occult go to for banishing, as well as Aleister Crowley's 'Star Ruby' (see suggested reading). Nature based traditions often employ a ritual called 'The Calling of the Quarters'. There are plenty of books and information on these to be found online. These rituals are also commonly used to invoke elemental energies and teach the basics of energy work commonly found in various systems of magic.

In all cases the magician conjures an energetic barrier of some kind and invokes forces and symbols of power to strengthen the defense of their operations. These rituals may be adjusted with other kinds of invocations. For example, one may also invoke the four celestial guardians found in Taoist systems of magic: The Azure Dragon, Vermilion Bird, White Tiger, and Black Tortoise.

The ultimate choice of which rituals to utilize is up to you, and it is highly encouraged to explore and identify what works most effectively for the individual.

Ritual Variations

Banishing rituals do not have to be complicated. Depending on your circumstances, you can simply visualize the symbols and recite the words silently in your mind, especially if you are in a public place or cannot physically perform the gestures. Additionally, you can banish by exerting your willpower and pushing the energy of the room outward, while visualizing protective symbols that serve as wards. Even everyday activities like taking a shower or washing your hands can be transformed into a form of banishing or purification.

Most rituals are composed of these elements:

1. Banishing Ritual.
 2. General Invocations / Specific Invocations.
 3. Main Workings (Sigils, Talismans, Divination, Summoning, etc...)
 4. Thanking invoked forces and releasing them.
 5. Banishing Ritual.
-

I recommend this format, but you are free to practice however you like. Sometimes direct and impromptu magic is preferred. Whether on the astral or in an emergency.

The Magical Record

Keeping a record of your magical workings can seem tedious but is very important. It is often advised to record the working immediately after the closing sequence of a ritual.

This serves a variety of purposes. One catches glimpses into what works best for them, specific nuances and feelings which may arise, methods that may work better than others, and to track overall progress.

Keeping a variety of journals is also recommended:

- A record of your magical workings.
- A record of your dreams: the simple act of doing this will cause you to remember your dreams more often and encourage lucid dreaming. More often than not, a lot of strange things happen in the dream world ranging from astral travel to interacting with all sorts of spirits. Writing about dreams also takes up a lot of space, so a dedicated journal keeps things tidy.
- A record of the spirits you work with: A detailed catalog of the names, sigils, and experiences with certain entities. While the magical record contains the rituals performed, the book of spirits contain specific entries about the spirits.
- A record of skrying and astral projection: Just like dreams your skrying sessions and astral journeys will take up a lot of pages so another dedicated journal is encouraged.

Sigils

Sigils are commonly formed by initially writing an intention, and subsequently removing any repeated letters. The remaining letters are then combined into a new symbol or mantra. The magician then repeats the mantra and/or enters gnosis and gazes into the sigil to charge it, effectively bypassing the conscious mind and implanting the intention into the subconscious. The intention will then manifest over time.

While some individuals imply that it is imperative to completely forget all memory of the sigil after charging it. I have personally found that this is not always necessary. Sometimes sigils may be charged like standard talismans.

They can be used as doorways in skrying, to summon entities, directly enchanting reality itself, or for any purpose.

Sigils can be made however you like and are not restricted to the mere act of combining letters into a new symbol. There are numerous individuals who make them while focusing on the intent of the spell as they draft a symbol that they have never seen before. By allowing their creativity to draw random shapes they can then recombine them into a new symbol as a personalized sigil.

Beyond the normal charging methods, you can also pass energy through the sigil to program the energy with the intention of your spell.

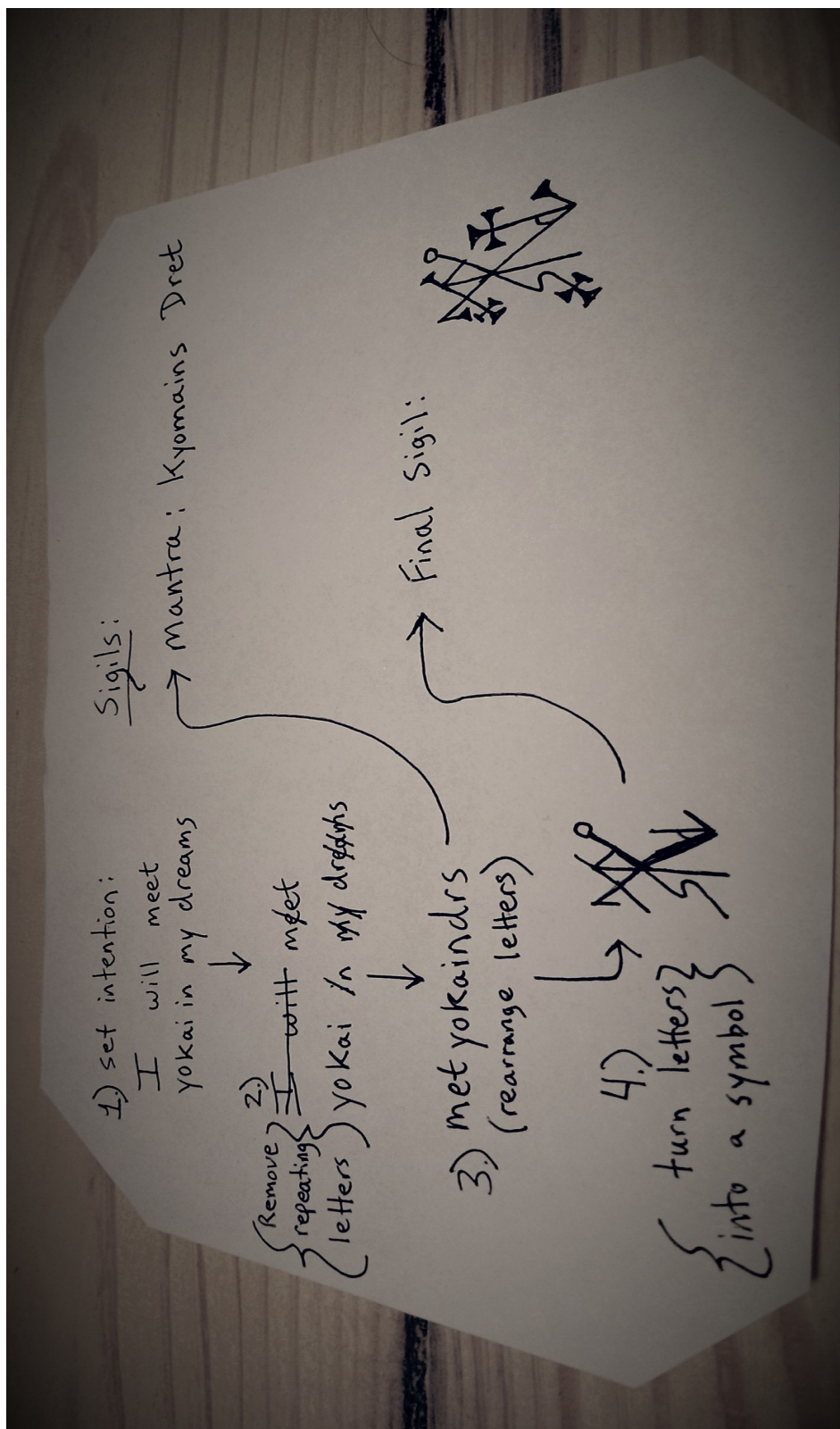


Figure 1: sigil example

Skrying

Skrying is generally used to perceive the spirit world with or without the use of magical tools. By means of skrying one can take any desired vision into a state of astral projection. Learning this skill is one of the first steps to begin seeing and communicating with spirits. There are many techniques out there for acquiring this skill, such as gazing into a dark mirror or some other medium. Utilizing sigils is my preferred personal method.

Skrying with sigils:

- Create a sigil that symbolizes your desired vision. For instance, if you seek a vision of the elemental plane of fire, create a sigil with the intention for having this vision.
- Perform a banishing ritual followed by entering a state of magical trance.
- Find a quiet place and sit in any comfortable position. Direct your gaze towards the sigil for some time while in a state of gnosis. Close your eyes and maintain a receptive state of mind.
- After some time images of places and entities associated with the chosen element may begin to manifest in your mind's eye. Some people see the sigil as a window, while others (like myself) simply enter a vision of the chosen landscape. All sorts of things then begin to occur. It is of utmost importance to remain focused and refrain from indulging in daydreams. Over time, you will cultivate the ability to discern between your own thoughts and genuinely extraordinary phenomena.
- When you are done, simply return to normal consciousness and perform a banishing ritual.

Astral Projection

Following the procedure on the previous page for skrying, if taken deeper, the visions will become more vivid to your imagination.

Eventually you will start to see your astral body if gnosis is taken far enough, allowing you to travel autonomously. During this journey you may come across various beings and communications may occur through thoughts, words, feelings, and even intuitions. After you are done exploring, travel back to your physical body.

These operations are not limited to the elements. You can skry or project onto any plane in which you desire. Over time you may not need to use sigils at all. Thinking intently on a place with extreme visualized clarity and gnosis will transport you there. With practice, you can willfully create portals that reveal the desired location on the other side. This technique is particularly useful for directing beneficial energy to someone during a ritual or guiding a spirit to a specific location.

You also have the option to journey inward and construct astral temples, which are personalized landscapes that can be tailored to your preferences. Within this environment, you can also perform complete rituals and ceremonies.

Astral Temples

Think about what your ideal temple space will look like, journey inward and visualize this place and every detail you can imagine. If it helps get a piece of paper and draw the details as you go along.

The temple can also have functional technology within it. Do you require anything which can act as a portal to travel onto any other place on the astral? Areas that can act as conduits to project energy through? Consider all of these things as you construct your temple.

Sometimes it helps to give this place a name. You can create some sort of symbol for it as well. Sigils help to create a magical link to your temple should you ever need one, but isn't necessary for this exercise.

You are also not limited to making just one temple. Various astral temples can be constructed for different purposes and even placed within physical objects that one can skry and enter into. This is particularly useful for rites of astral evocation detailed later. Complete ceremonies can be performed within them, and as far as anyone observing you, it will appear as if you are taking a nap.

Fu Sigils & Talismans

The Taoist systems of magic offer valuable insights through their fu talismans. These talismans consist of various symbols that are infused with energy during ritual practices. While it is not within the scope of this book to provide an exhaustive account of fu talismans, they still hold significant knowledge that can be applied in the realm of sigil magic. (see suggested reading)

Fu talismans are typically composed of a combination of symbols that are associated with deities, various energies, and power symbols. These symbols are sometimes accompanied by a written statement of intent. All of these components are assembled and infused with energy before being sealed with a personal stamp or a drop of blood. It should be mentioned that only 1 drop will suffice, and you will want to be sanitary about doing so. Perhaps with a sanitation wipe and a diabetic poking needle. To activate the embedded spell, the talismans can be burned. Alternatively, the ashes can be mixed with water and consumed for applying the spell internally. Obviously, you will want to use non-toxic materials for this. They can also be carried on one's person.

The energy contained within the talisman can also be transferred into physical objects which can then be worn. The applications of these talismans are wide-ranging from influencing events, summoning spirits, making requests to entities, healing ailments, warding off malevolent spirits, performing exorcisms, and much more.

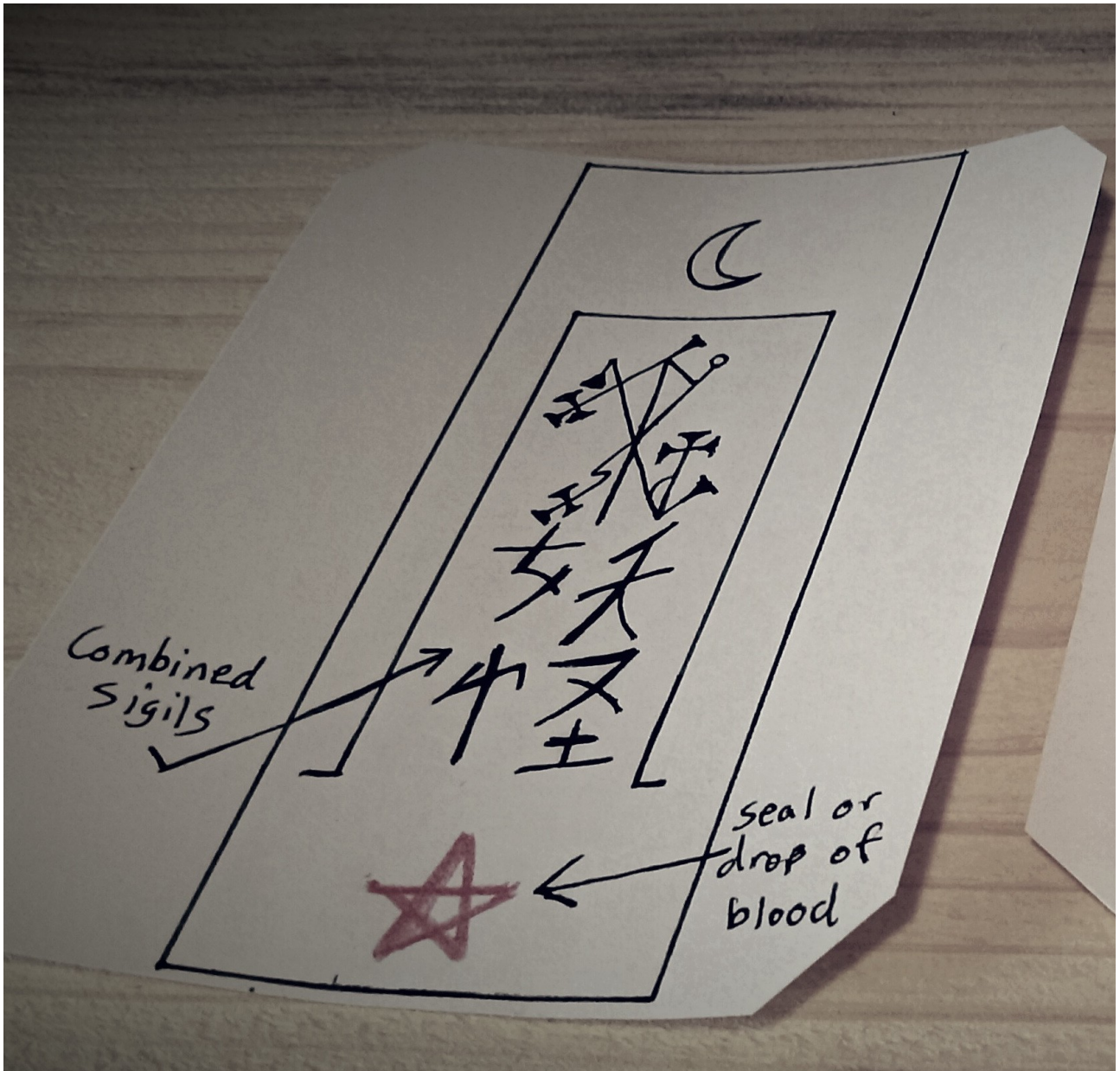


Figure 2: fu sigil example

Ofuda 御札 Shinto Talismans

Ofuda, are talismans that are infused with the power of the deities known as kami and bear a striking resemblance to fu talismans.

One can write a temple and purchase ofuda associated with various kami to serve as a potent magical link to summon their influence. These, among many other talismans can be obtained for a small donation to their respective shrines or temples.

Kotodama 言霊 Word Spirit

In Japan there is a strong belief in the mystical powers that reside within words and names. It is good to meditate upon this when creating sigils or planning work with various spirits. Yokai have names derived from only a few symbols which can be utilized to interact with them.

The symbols of various words and sigils can be visualized or traced in the air, in a similar fashion that ceremonial magicians commonly use to trace pentagrams. Once visualized and traced in the air, energy can be projected through them to become programmed with the idea represented in the symbol, or even as a kind of portal to draw specific energies from.

Geomancy

Divination extends into practical methods of communicating with various entities. In the art of western geomancy the magician enters gnosis and evokes a spirit. Then punching holes in the ground with a staff, the spirit tells the magician when enough holes are made. The holes are counted to determine a result. Traditional geomancy symbols may be employed. Asking the spirit to provide odd numbers for yes and even numbers for no can also be counseled. This direct aspect of communication can be applied to any technique of divination.

The faculties of skrying should remain open in these operations as feelings of intuition may be communicated to the magician while in an altered state of consciousness.

The divination practices you take up are for you to decide. Never limit yourself as you may come to find more than out-of-the-ordinary uses in these practices.

The Book of Spirits

Maintaining a comprehensive record of spirits is of utmost importance. It is essential to document every summoned spirit, including its sigil, incense, general characteristics, and any relevant findings or results.

It is worth noting that spirits can often possess capabilities beyond what is described in books, and they may provide alternative methods for summoning them. It is crucial to avoid any confusion by keeping a record of any insights gained through direct experiences.

Furthermore, there are instances where spirits may visit you in dreams, necessitating entries in two separate journals. In such cases, the dream itself should be fully documented in the dream journal, while a brief mention with the date should be made in the book of spirits. Additionally, it is advisable to periodically review your recordings, as the information shared by spirits may take months to materialize.

I recall an encounter with a lunar spirit that visited my dreams for a span of three months, resulting in a wealth of information to record. Throughout the course of a year, the communicated messages continued to unfold, allowing me to track progress alongside other new discoveries that have emerged.

Above all, remember to make this process enjoyable for yourself. You will be surprised by how many experiences that will occur.

Invocation

Invocation encompasses various levels. The initial type of invocation involves calling out to something. This can be done through spoken words or prayers for communication. This basic form of summoning is typically used for benevolent spirits that do not pose a threat to you and certainly for spirits that safeguard you during your operations.

The second type of invocation involves summoning something into one's own energetic system. This covers any energies that one draws upon for ritual, such as invoking a deity and imbuing oneself with the divine power associated with it. Whether it is for protection, personal transformation, or theurgy, this method holds great potency. It is typically achieved by calling out or slowly vibrating the entity's name after reciting invocational prayers or mantras. Visualizing the deity's energy or form entering one's energetic system, it then gradually permeates your entire being. This process may be deliberately continued until one shrouds oneself astrally in a deity's form as in rituals of assuming god-forms.

The third kind of invocation is usually referred to as deep invocation, as it involves practices such as mediumship, channeling, and possession. This form of invocation is most commonly witnessed in shamanic rituals and is widely embraced by numerous tribes as a means to establish a connection between the living and the deceased, or to tap into the forces of nature and animal spirits. During deep invocation, the individual's sense of self is set aside, enabling the invoked entity to take temporary control and communicate with others.

In all rites of summoning the level of invocation can fluctuate during gnosis. The deeper you go the easier communication occurs. Invocation calls entities directly to your consciousness, functioning as an interface to communicate and interact with them.

Invoking Benevolent Spirits

Invoking and summoning benevolent entities is a much simpler task compared to others. The process itself is straightforward. This ritual can be used for any entity that possesses a benevolent nature:

To begin, perform a banishing. Infuse the temple with energy that resonates with the specific entity you wish to summon. For instance, if you are summoning a fire elemental, fill the temple with the essence of fire. Face the direction associated with the entity, if applicable, and respectfully call out to it with the intention of summoning it. With persistence, the entity will appear, and in the case of elementals, there may be numerous amounts of them. As you continue the ritual, you will eventually sense their presence. Utilize the skills gained from skrying to visually perceive and communicate with them.

Express gratitude to the spirits for their presence. You may ask them questions or gift some offerings if you have brought any.

Proceed with the main working, which could involve creating a talisman or making requests and petitions to the entities. Once you have completed your interaction, thank the spirits and respectfully release them.

Close with a banishing after the entities are gone.

Pre-Ritual Skrying

Sometimes you may not want to fully summon a particular entity into your ritual space until you are completely sure it isn't hostile or unwilling to work with you. Sometimes you might just want to meet a spirit rather than perform a full summoning rite. I especially recommend this method before working with cthonic entities - beings which are closely aligned to earth and the underworld:

To begin obtain the name and symbol of the spirit along with all the information you can obtain about it. For yokai, their kanji can easily be employed. Perform a thorough banishing ritual and invoke any protection that feels necessary.

Within a protected circle, enter a magical trance and gaze into its symbol. Skry into it until you obtain a vision of where it lives on the astral. Once there, begin calling its name. This may or may not be pleasant depending on the nature of the entity, and the scenery will in fact tell you quite a bit about the spirit before you even see it. Eventually you will come across the desired spirit and can begin communicating with it. This interaction will inform you if it will be a spirit that is willing to work with you and arrangements can be made with the spirit for a formal evocation.

If when skrying and you encounter spirits that you never met before, that don't exist in any grimoire, always ask for its name and to provide an image of its seal. This can be accomplished by visualizing a large upright circle and asking the spirit to draw its seal within the circle. Upon exiting the vision thank the spirit, write down its name and draft its seal. Enter the information into your magical record and perform a thorough banishing.

Evocation

Evocation is the art of calling something forth, usually into a separate area to keep a safe distance. This practice is usually reserved for potentially hostile or cthonic spirits, but can extend to any entity. The usual format is that the magician stands within a protected circle, and the spirit is summoned into a triangle placed outside of the magic circle.

Spirits usually come in a few varieties. There are spirits learned about from grimoires, spirits discovered through astral workings, or spirits that one creates – usually referred to as artificial elementals or servitors. Almost anything can be evoked, and not just usual spirits. This can include your inner demons and fears, your Jungian shadow self, higher self, energies, concepts, and even thought forms; whatever your mind can conceive.

Traditional rites are fun to explore using the methods contained in their grimoires, but can also be carried out in numerous modern ways. Spirits can be evoked into mirrors which is then skryed into, into your dreams, into various objects or shrines to ease communication. They can be summoned into a created energetic form to communicate with or carry out tasks, and even into tarot cards or other tools for divination.

Complete rites of evocation can also be performed on the astral plane. Petitions or request cards can also be placed on the alter after calling out to them. The applications are many and is left for you to decide on how to work with them.

Energetic Evocation

When we communicate with spirits, it is important to realize that they can take on many forms. The way we perceive them is just an interface to communicate with them, as they do not live the same way we do, nor are limited in the same ways we are. Their forms usually represent their nature, thus after meeting a spirit through astral means and arranging a time for a formal ceremony, one can create an energetic construct that resembles its form to communicate with. This ritual requires some basic knowledge of energy work and is very similar to the process of creating a servitor:

Perform a banishing ritual.

Standing within a magic circle, invoke protection.

Place the spirits sigil into a consecrated triangle that is placed outside of the circle and begin calling out to it. Let it know that the time of the ceremony has arrived for manifesting into the triangle.

Visualize and manipulate some energy into the triangle and shape it into the form of the spirit as you continue calling out to it. I don't recommend using your own energy for this. The spirit will eventually start driving the form and communicate with you.

Ask the spirit what you will, and if anything is required of you. Make sure the agreement is reasonable and doesn't violate your own standards, if anything is required at all.

The main working completed, thank the spirit. Give it and any other spirits present the 'License to Depart'. Followed by another banishing.

The 'License to Depart' is commonly found in old grimoires such as The Key of Solomon and Goetia (see suggested reading). It is essentially a declaration to the spirits that the ceremony is finished and that they are to return back to where they come from. In such a manner that they harm nobody or anything, and to respectfully leave in peace, etc...

This can be worded in any manner that respectfully releases them.

Magical Mirrors

It sometimes requires a significant amount of energy to summon a spirit and make it visible. However, there is an alternative method that can sometimes be much simpler - evoking the spirit into a mirror and then skrying into it.

The mirror used for this purpose is typically a black reflective surface. To create one, you can easily purchase black spray paint and a picture frame that suits your preferences. Remove the glass pane from the frame and place it on top of some old newspaper. Proceed to coat one side of the glass with black spray paint and allow it to dry completely. Once dry, place the glass back into the picture frame with the reflective side facing outward.

If you are dealing with benevolent spirits, you can perform the evocation within a magic circle with the mirror. However, for hostile spirits it is advised to position the mirror outside of the circle on some sort of table resting within a triangle.

During an evocation with dim lighting provided - request the spirit to manifest within the mirror, which you will then skry into. If you encounter any difficulties perceiving the spirit, you can also try closing your eyes while astrally viewing the mirror.

As always, conclude the process with a 'License to Depart' and a banishing ritual.

Astral Evocation

Astral evocation is perhaps the most straightforward method among others listed in this book. The summoned spirit requires minimal effort to connect with you in this manner, as it does not manifest in your immediate surroundings.

There are a few approaches to achieve this. Firstly, you can journey to the plane where the spirit resides and communicate with it there. Alternatively, you can summon the spirit into an astral temple of your own devising, performing an evocation ritual within the astral temple.

Another option is to establish a meeting place for spirits by crafting a physical object that contains an astral temple within it. This can take the form of shrines dedicated to various yokai or anything of your own devising. The possibilities are endless, limited only by your imagination in this practice.

Regardless of the chosen method, it is crucial for the magician to perform a thorough banishing both before and after the ceremony, while also taking necessary precautions with protective elements.

Servitors

Servitors are beings which are created from the mind and energy of the magician. They can be given one singular task or many. It is important to remember that these are semi-sentient beings which are created from a part of yourself or some external energy. Once it's task is completed they should be energetically cleansed and reabsorbed, or dissolved. Once you have a memory of it, it can easily be evoked again.

Define your general and specific intentions. If a time limit is necessary consider incorporating that into your design.

Think of a name to give the servitor along with what it will look like. Create a sigil based on the servitor's name along with any other symbols relevant to it. The sigil of its name can be combined with another sigil of intention, or even symbols relevant to the energies it is composed of.

Perform an energetic summoning ritual for it. Enter gnosis and gaze into its sigil. Place the sigil into the triangle and gather energy into the space it will be created. Form it into the shape of the servitor until it becomes animated. Firmly instruct the servitor of its task and obedience. If a material base is used, I will usually place it on top of the sigil after its form is created and project the form into the material base to bind it to that object. Otherwise I send the servitor off to complete its task.

Eastern Summoning Methods

Within the diverse systems of magic in the East, one can find a myriad of sects, each with its own set of beliefs and practices. It is important to acknowledge that there is no governing authority on the right or wrong way to interact with the spirits. However, it is crucial to approach them with respect.

Within China, there are various approaches to connect with fox spirits, as detailed in grimoires such as *Luban* (see suggested reading). This ceremonial practice bears similarities to western evocation, but it also incorporates the use of burned fu talismans to summon deities and spirits. Apart from this grimoire, it is also mentioned that spirits can be directly summoned through fu talismans alone. Additionally, there are rituals resembling theurgic worship that invoke The Tao, Immortals, Húxiān (Fox Immortal), and specific fox spirits. These rituals range from daily invocations to establish contact with them, to practices that closely resemble astral/soul travel, allowing individuals to meet the spirits in their own realm. Another ritual known as Kai Guang is performed to summon a deity into a statue, and a similar ritual is conducted for the deceased. In Wu shamanism, animal spirits can be invoked to facilitate communication, guidance, and even ritual possession.

Within Japan, there exist specific rituals designed to obtain visions of fox fire through the use of offerings, incense, invocation, and mantras. There are methods employed to project visualized forms of fox spirits into origami, creating a mystical link that facilitates the transmission of messages to another person. Ofuda talismans are placed within personal shrines for a multitude of purposes. These practices can extend beyond common interactions with kami and encompass various spirits as well. Moreover, there are even parlor games capable of summoning a diverse range of yokai.

Evocation with fu sigils

召

Kanji for the word Shōkan - 'Summon'

While any of the previous methods for evocation work great, fu sigils can add some potency to your rituals. The summoning fu sigil should be programmed with the intention of summoning the spirit after the sigil is burned. One could even add kanji for the word 'summon' as well as the characters of the spirits name.

You can also design a fu sigil containing instructions for the spirit to carry out, rather than perform a full evocation. I would only advise doing so after a working relationship with the spirit is established. The following ritual outline can be adjusted to your preferences and inspiration.

Ritual Outline:

- Preparations:

All fu sigils are charged and consecrated before the ceremony begins. Usual protective talismans are worn. Fu sigils created can range from sigils of protection, another designed to summon the desired spirit, and one departing fu sigil to function as a 'License to Depart'. The ceremony is opened with your preferred banishing ritual.

- General Invocations:

Usual protective invocations are employed.

- Specific Invocations:

Invocations to call and summon a specific spirit along with burning a fu sigil which is designed to summon the entity.

- Manifestation and Oaths:

Upon manifestation an agreement is made between the magician and spirit. The main working now takes place.

- License to Depart:

The ritual is closed with a departing fu sigil and a 'License to Depart'.



Figure 3: evocation fu sigil

Shikigami 式神 Ceremonial Spirits

Japan has a recorded history of magicians called onmyōji. They were known to employ spirits called shikigami in their rituals. These are essentially spirits that are under the control of the onmyōji. Shikigami may also encompass artificial beings created by the magician – similar to the concept of a servitor.

Shikigami could be utilized for nearly any purpose. They could do their work in ethereal form or even be anchored into talismans, usually depicted as paper dolls.

If one approaches this method, I would recommend doing this for servitors and created spirits - binding them to paper talismans that have a human-like shape, or your preferred origami.

It should also be noted that projecting a spirit into a paper doll may serve one well in a cases such as exorcism, should anything nasty stick around or attempt to assail you. The paper can then be taken to a source of running water to be disposed of or dissolved in a salt water solution when usual forms of banishing might not be enough.

Effigies

Possessing the image or likeness of certain yokai actually invites their presence and influence. The infamous Amabie is said to divert illness if it's image is copied and shared.

Have you ever walked by a store and seen a 'lucky cat' statue with a raised arm? That is indeed a yokai called Maneki Neko, the beckoning cat. It is a yokai that attracts luck and prosperity. Anyone that has ever played the video game Pokémon can see the similarities between the Maneki Neko and Meowth – and that is only one example. All those plushies residing within your house may actually be inspired from some sort of yokai.

As you read about them, take note that certain yokai will actually contain the methods of working with them in their descriptions and a lot of them are used as a kind of talisman that is featured in many images, toys, games, and effigies.

Jinja 神社 Shrines

Sōgen Temple:

Sōgen Temple is a Zen Buddhist temple situated in Tokyo's Kappabashi district. Its name pays homage to the yokai known as kappa, where people make offerings to them.

The Yokai Shrine:

Sakaiminato City in Japan is home to a Shinto shrine that pays homage to a variety of yokai. The shrine's purpose is to safeguard the surrounding natural habitat, ensuring a conducive environment for yokai to thrive.

These two instances demonstrate a considerate approach to interacting with yokai. If you have a strong desire, you can create your own shrine for any that resonate with you. You can acquire a picture or effigy of a yokai and place it upon a dedicated altar where you can make offerings, burn incense, and make petitions. This can be as modern or traditional as you want.

Material Housings



Figure 4: material housings

Sometimes it is convenient to possess a material housing for a spirit. Personal shrines and spirit tablets are both excellent options that serve this purpose, as described in various cultures. These can be utilized for providing the spirit with a temporary or fixed dwelling place for creating an established focal point for communication.

Examples of this can also be found in western traditions such as the brass vessel used in Solomonic magic. Any type of vessel that resonates with the spirit will suffice, whether it is a small wooden house, a spirit tablet, a bottle, or even an acorn with a crystal affixed inside.

Upon summoning a spirit, inquire if it may be housed within a specially prepared vessel if you choose to work in this manner.

Hyakumonogatari Kaidankai 百物語怪談会

"A Gathering of One Hundred Supernatural Tales"

This game was traditionally played at night. The host lights 100 andon lamps in a room with a single mirror provided on a small table. Stories of yokai are shared with friends. Each person takes a turn telling one story and then extinguishes one andon lamp and glances into the mirror. The room eventually grows darker and darker as each story goes on, creating an optimal environment for the evocation of spirits. This game was often played as a test of courage, but was also considered a ritual. The difference between a game and a ritual is the intention placed upon it.

Today there are some who perform this ritual within a magic circle surrounded by 100 candles (A safer choice is LED lamps) with a mirror upon a small table.

I would advise only to speak of the kind you would like to show up. One could also utilize the infamous black mirrors for skrying, or even an ungaikyō – a dedicated yokai mirror.

For the purpose of summoning one yokai, a smaller quantity of candles could be utilized.

Ungaikyō 雲外鏡 Yokai Mirror

If you take consecrated water or oil, and use it to draw a picture, sigil or name of a spirit onto a mirror, that spirit will eventually appear in the mirror after calling out to it. These images may also be permanently etched or painted onto the glass for a dedicated mirror that can be used for a specific spirit. This concept of spirits manifesting into a mirror appears both in western ceremonial magic and in Japanese folklore with the ungaikyō mirror. (see suggested reading)

As far as ritual timing is concerned I have found that any full moon has worked well. The full moon during the night of Tsukimi is also uniquely potent.

When closing the ritual, I release the spirit from the mirror and wash the reflective surface with purified salt water.

AI Generated Yokai

With today's AI and image generation software, creating new creatures has now become a very simple process for evoking servitors:

- Express the intention of a servitor into words and enter it into the prompt.
- Ask it to make you a yokai based on the description. Don't forget to make sure that it is generated in your favorite art style.
- Give the generated yokai a name and evoke it.

Another interesting result is asking it to make a new creature based on one part of it being a traditional yokai, and the other part being an animal of your choosing – when rendered into a pixel art style, it creates a very interesting creature reminiscent of certain video games.

Timing

Consider the timing for your rituals:

Hinode:

The dawn at morning. A time when benevolent spirits are most active and good works can be done effectively.

Ōmagatoki:

The twilight hour when encounters with evil spirits occur.

The Hour of the Ox:

In accordance with the ancient method of timekeeping, the hour of the Ox falls between 1-3 A.M. It is considered the traditional hour of supernatural activity in Japan, when yurei and yokai roam freely.

Yokai: 妖怪 - strange apparitions

Now that many forms of summoning have been covered ranging from traditional and modern methods, fu sigils, shikigami, effigies, shrines, material housings, ungaikyo mirrors, and even games - one shouldn't have any issues constructing a ritual to work with yokai.

Alternatively, yokai can be used as an inspiration for creating servitors based on one's personal creativity, historic forms, or image generation.

If you have intentions of working with any of these spirits, it is imperative that you conduct thorough research. I advise the practitioner to be competent in their banishing before attempting to work with them. They should also be treated with respect.

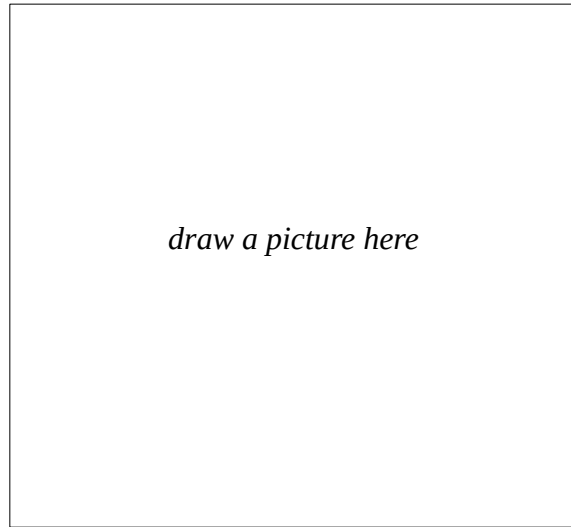
I have provided an index of pages to ignite your curiosity. You will find the names and a very small glimpse of their descriptions. When you come across a yokai that intrigues you, I encourage you to delve deeper by conducting some research. You are encouraged to fill the pages with your findings within this book as a form of self initiation. As you begin to fill these pages, strange things may begin to occur...

For those that have purchased the eBook, the names are still provided and you may obtain any small notebook with approximately 200 pages which will suffice for this exercise. You are encouraged to draw a small picture, along with documenting any important findings that you discover.

There is also a wealth of yokai related information to be found online at places such as Wikipedia or www.Yokai.com – an excellent website maintained by the author Matthew Meyer (see suggested reading).

It is worth mentioning that while certain yokai can be dangerous, others are relatively benign. The responsibility of discerning between them rests solely with you, the reader. Your adventure awaits!

Example Entry:



Appearance:

Write information about what the yokai looks like here

Description:

Write information about the yokai here

Magical Attributes:

List any possible magical attributes here

Abe no Seimei 安倍 晴明 a renowned onmyoji

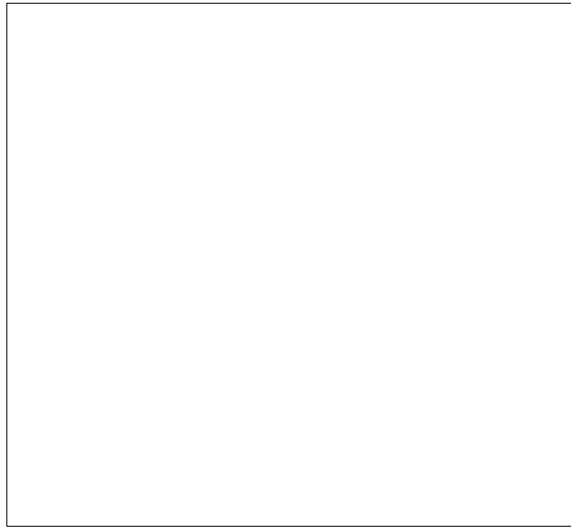


Appearance:

Description:

Magical Attributes:

Abumi-guchi 鋙口 a sentient stirrup strap

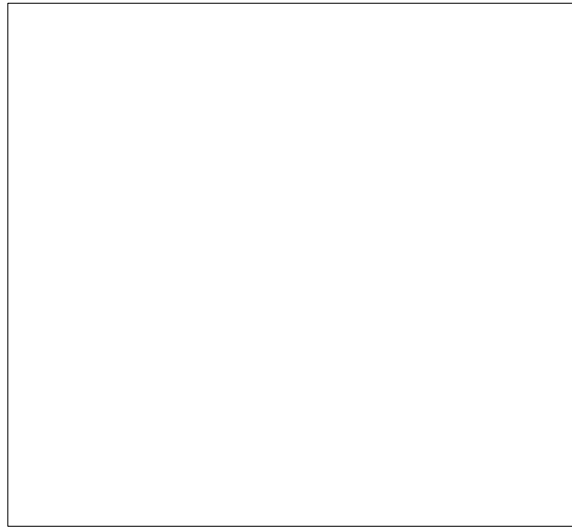


Appearance:

Description:

Magical Attributes:

Abura-akago 油赤子 oil babies



Appearance:

Description:

Magical Attributes:

Abura-sumashi すまし oil presser

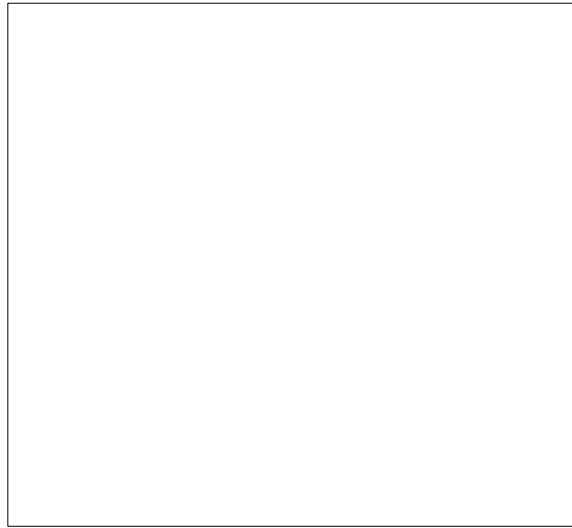


Appearance:

Description:

Magical Attributes:

Akabeko 赤べこ red bull



Appearance:

Description:

Magical Attributes:

Aka manto 赤マント red cloak, a toilet yokai

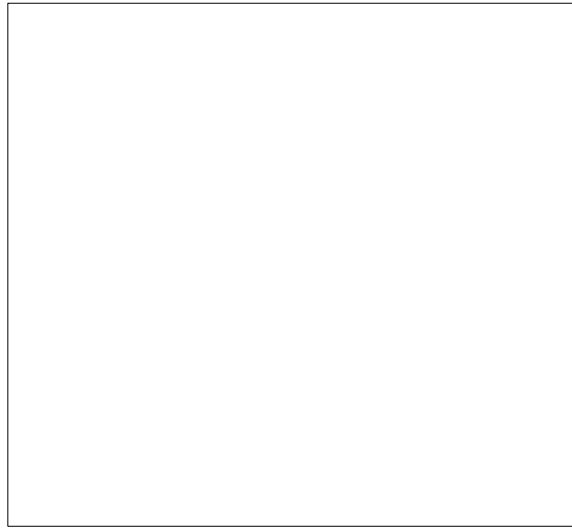


Appearance:

Description:

Magical Attributes:

Akaname 垢嘗 filth-lickers, another toilet yokai



Appearance:

Description:

Magical Attributes:

Akashita 赤舌 beastly cloud with a large red tongue

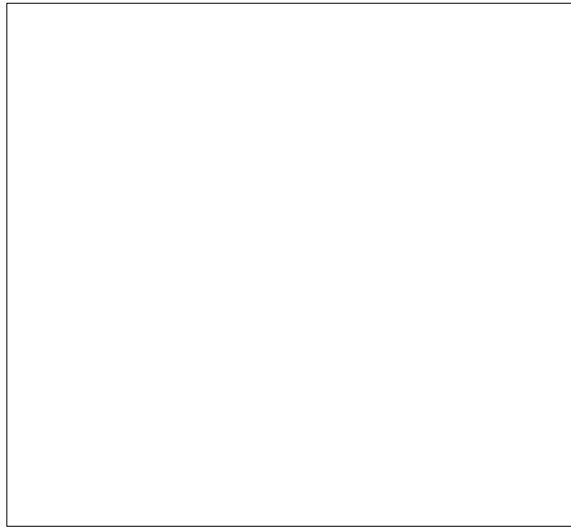


Appearance:

Description:

Magical Attributes:

Akateko 赤手児 red child's hand



Appearance:

Description:

Magical Attributes:

Akkorokamui アッコロカムイ large octopus kami

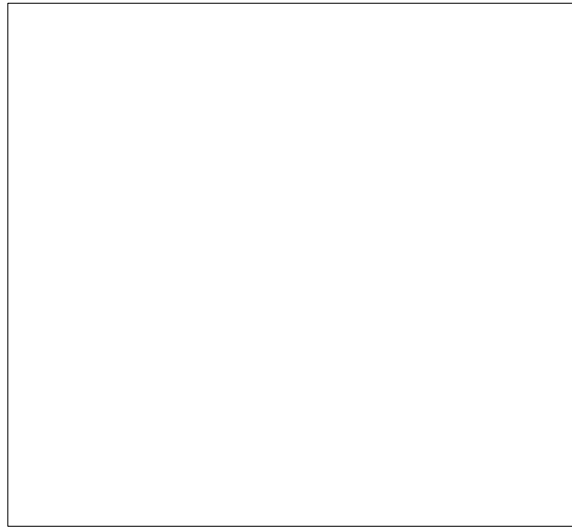


Appearance:

Description:

Magical Attributes:

Akubōzu 灰坊主 fiery ash spirits

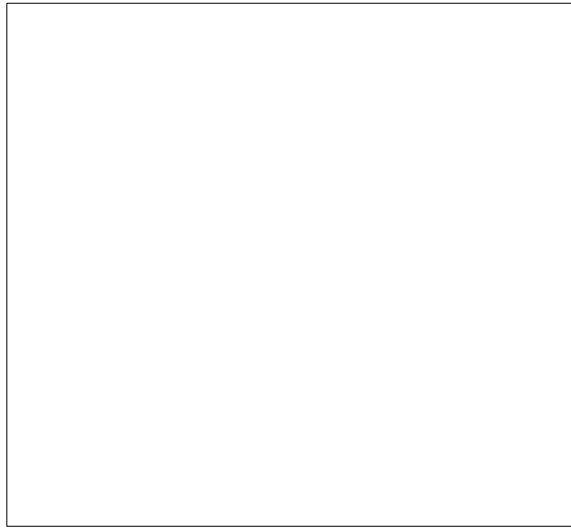


Appearance:

Description:

Magical Attributes:

Akugyo 悪魚 huge monstrous fish



Appearance:

Description:

Magical Attributes:

Akuma 悪魔 devils and demons

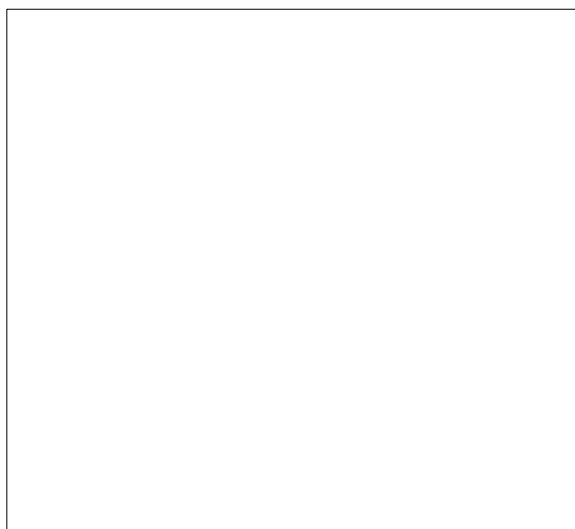


Appearance:

Description:

Magical Attributes:

Akurojin-no-hi 悪路神の火 ghostly flames



Appearance:

Description:

Magical Attributes:

Amabie アマビエ a prophecy beast for pandemics

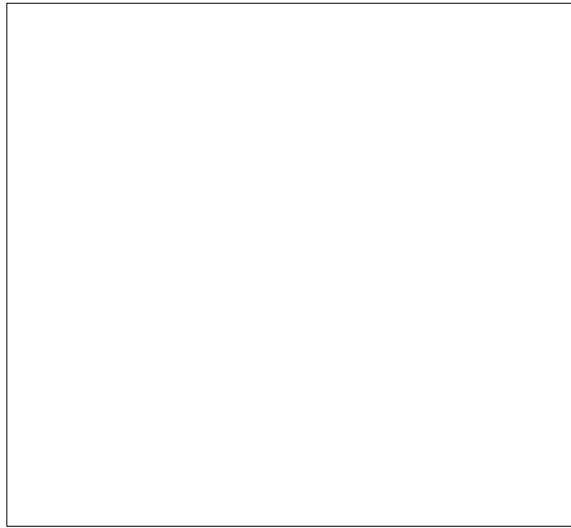


Appearance:

Description:

Magical Attributes:

Amabiko アマビコ ocean prophecy beast

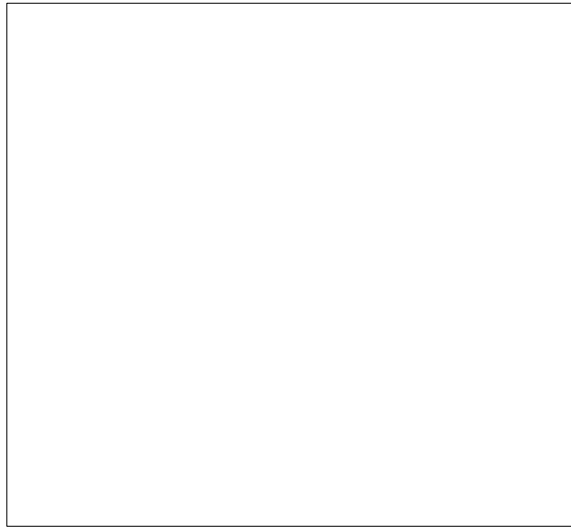


Appearance:

Description:

Magical Attributes:

Amanjaku 天邪鬼 heavenly evil spirit



Appearance:

Description:

Magical Attributes:

Amanozako 天逆每 a monstrous goddess



Appearance:

Description:

Magical Attributes:

Amaterasu Ōmikami 天照大御神 sun goddess

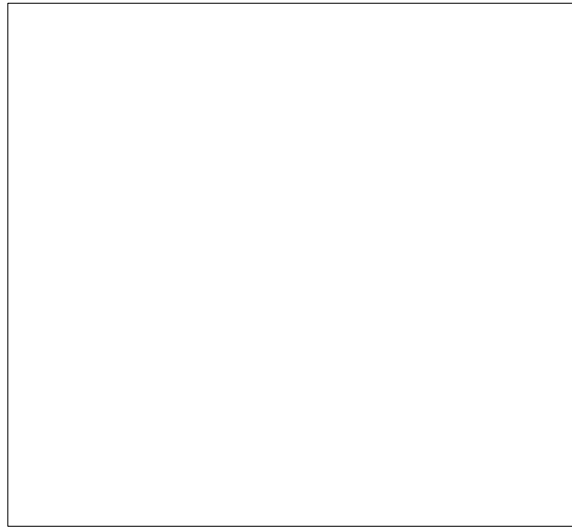


Appearance:

Description:

Magical Attributes:

Amazake-babaa 甘酒婆 amazake hag

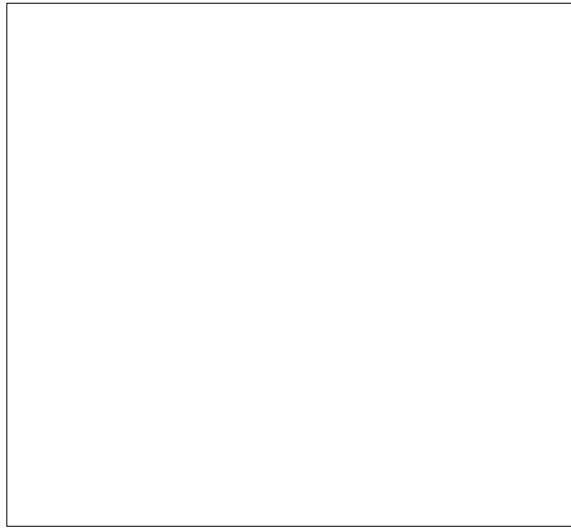


Appearance:

Description:

Magical Attributes:

Amefurikozō 雨降小僧 rain child

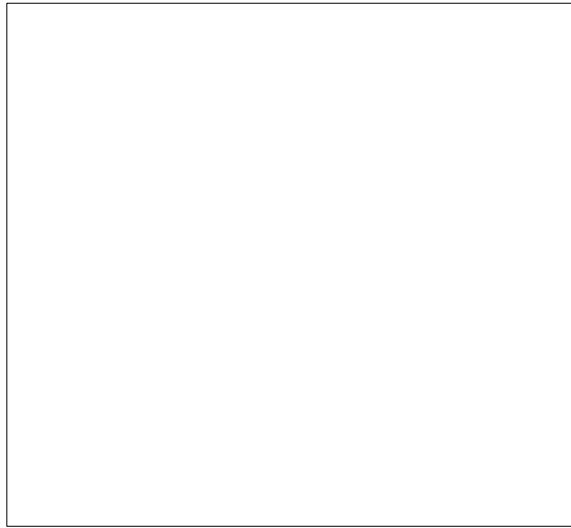


Appearance:

Description:

Magical Attributes:

Amemasu 雨鱒 a giant whale or fish

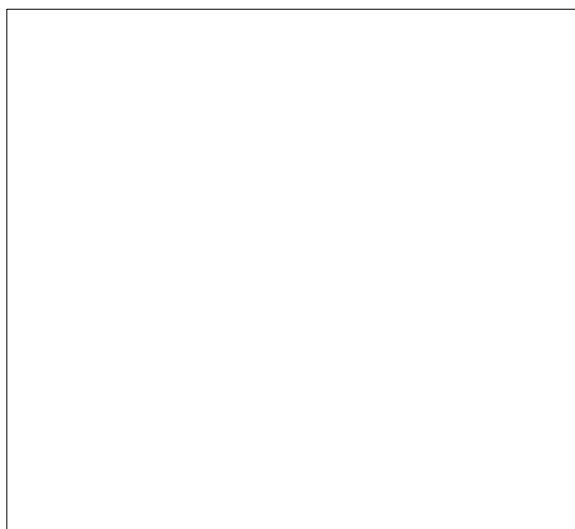


Appearance:

Description:

Magical Attributes:

Ame onna 雨女 rain woman



Appearance:

Description:

Magical Attributes:

Amikiri 網切 chimerical crab/scorpion

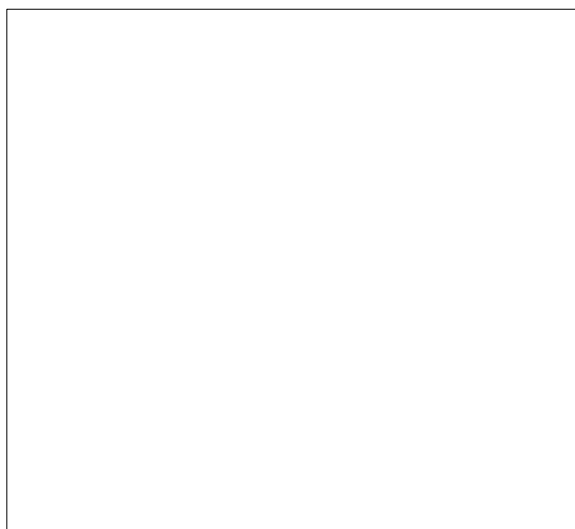


Appearance:

Description:

Magical Attributes:

Ao andon 青行燈 blue lantern lady

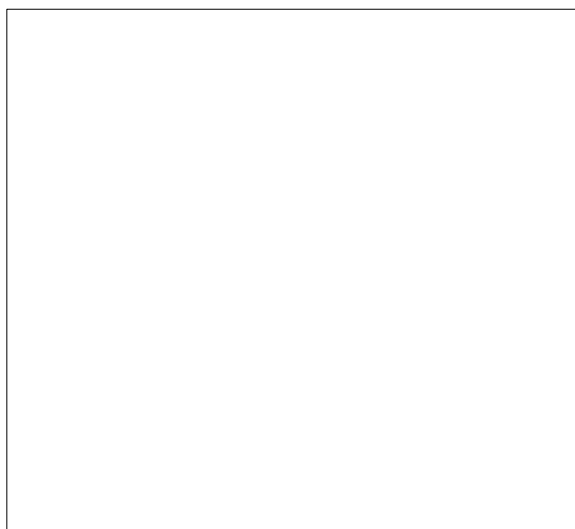


Appearance:

Description:

Magical Attributes:

Aobōzu 青坊主 one-eyed blue priest

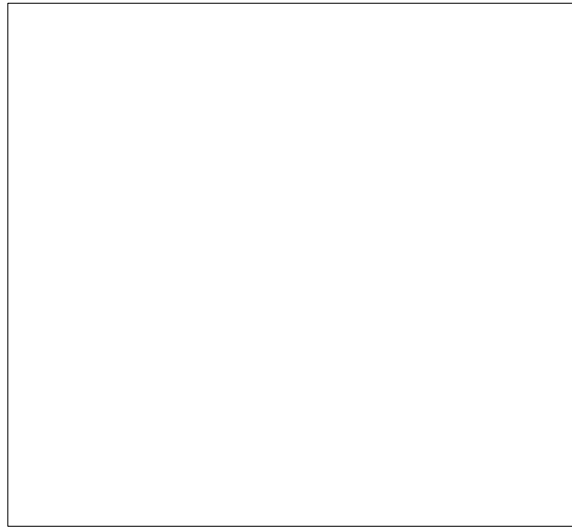


Appearance:

Description:

Magical Attributes:

Aonyōbō 青女房 ghastly noble-woman

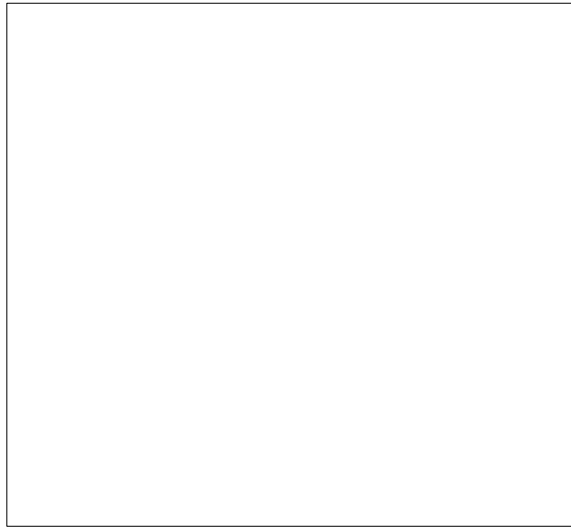


Appearance:

Description:

Magical Attributes:

Aosaginohi 青鷺火 luminous blue heron



Appearance:

Description:

Magical Attributes:

Ashi-magari 足まがり fluffy leg turner



Appearance:

Description:

Magical Attributes:

Ashinaga-tenaga 足長手長 twins with long limbs

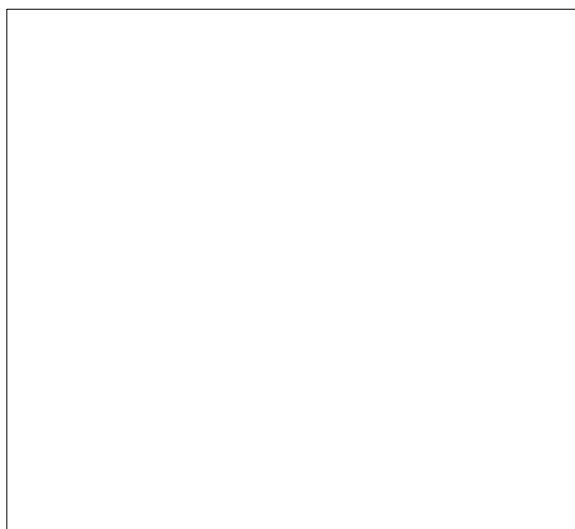


Appearance:

Description:

Magical Attributes:

Ashirei 阿紫靈 young kitsune fox spirits



Appearance:

Description:

Magical Attributes:

Ayakashi アヤカシ aquatic mononoke

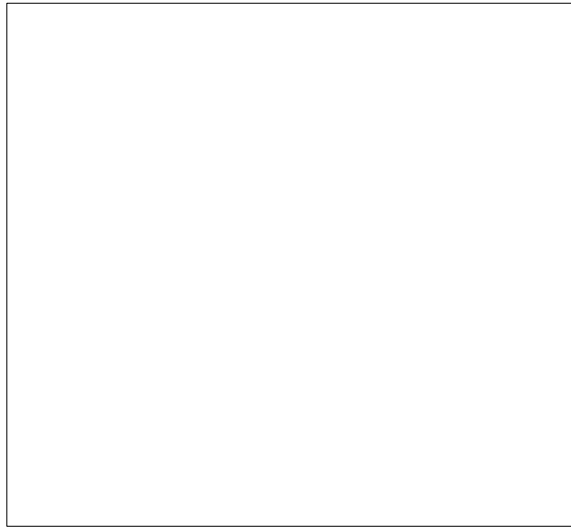


Appearance:

Description:

Magical Attributes:

Azukiarai 小豆洗い azuki bean washing

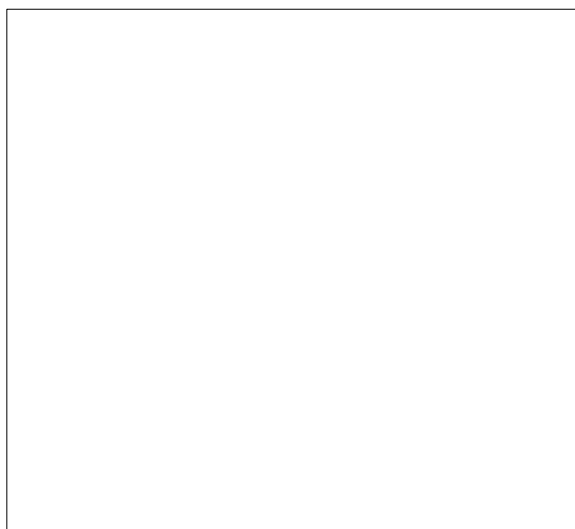


Appearance:

Description:

Magical Attributes:

Bake-kujira 化鯨 ghost whale

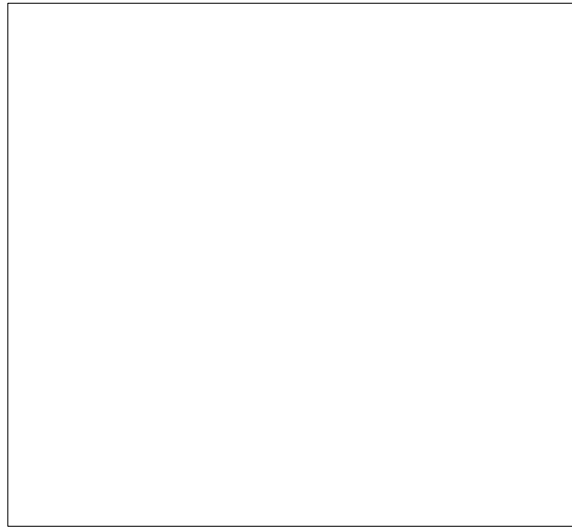


Appearance:

Description:

Magical Attributes:

Bakemono 化け物 changed form

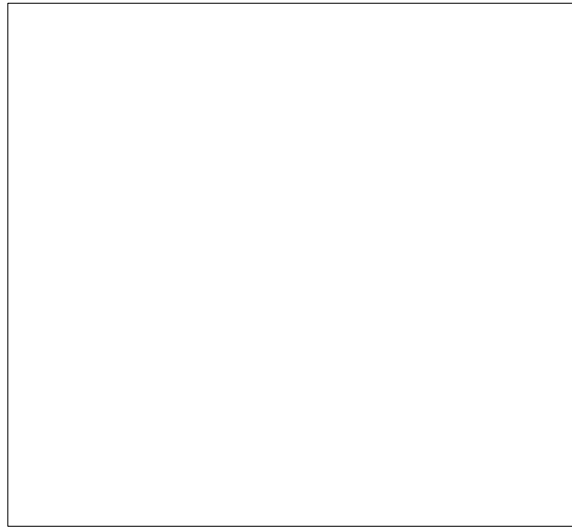


Appearance:

Description:

Magical Attributes:

Bakeneko 化け猫 supernatural cats

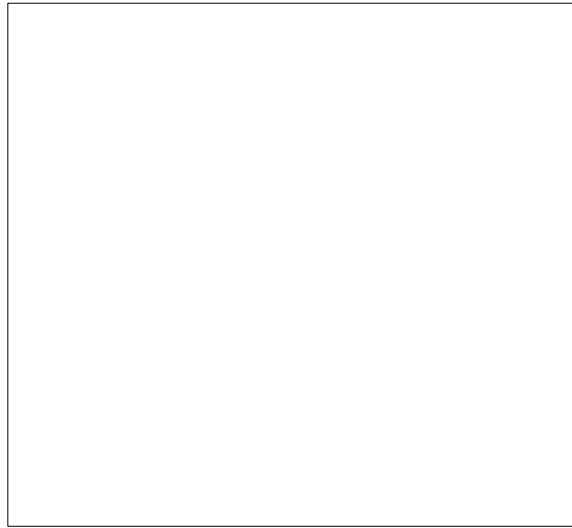


Appearance:

Description:

Magical Attributes:

Bakezōri 化け草履 one-eyed ghost-sandal

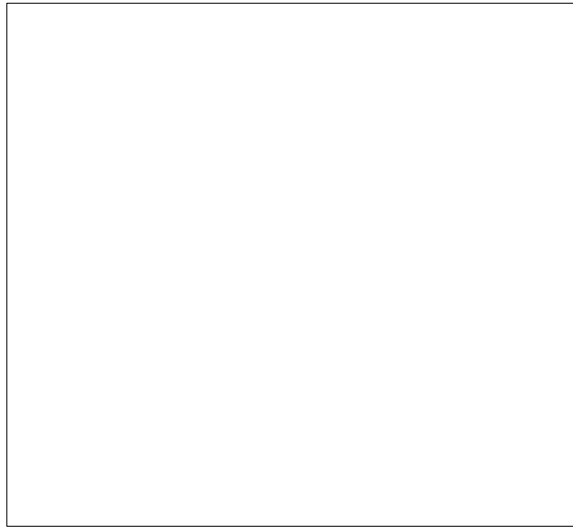


Appearance:

Description:

Magical Attributes:

Baku 𪛗 nightmare eater

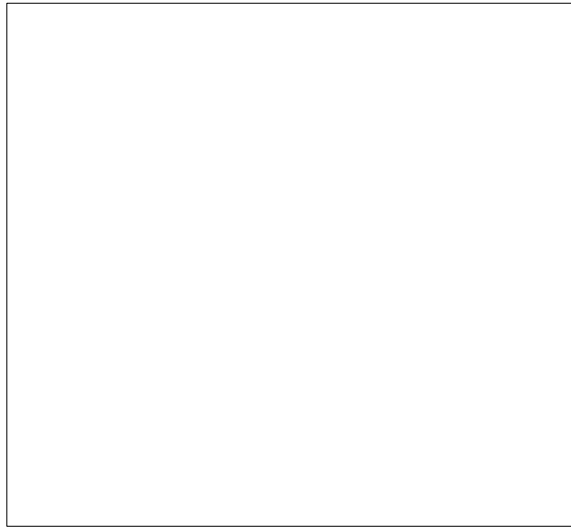


Appearance:

Description:

Magical Attributes:

Basan 波山 large fire rooster

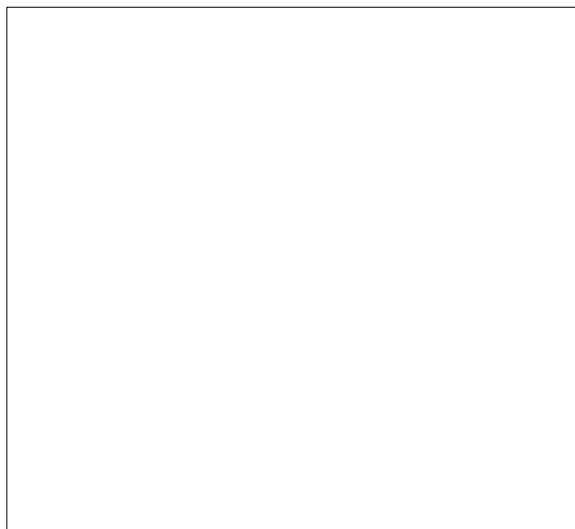


Appearance:

Description:

Magical Attributes:

Betobeto-san べとべとさん a wandering spirit



Appearance:

Description:

Magical Attributes:

Biwa-bokuboku 琵琶牧々 biwa goblin

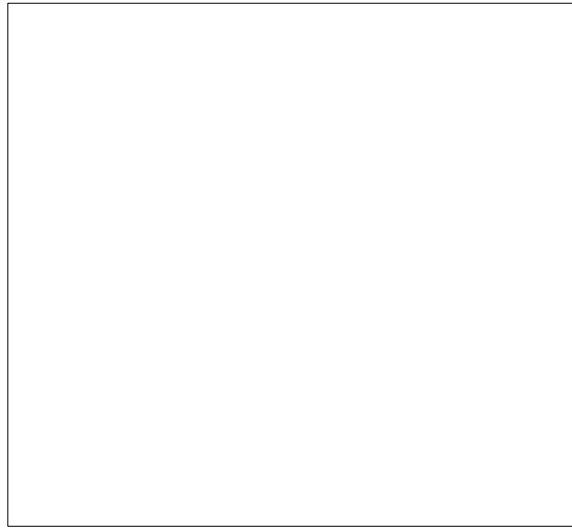


Appearance:

Description:

Magical Attributes:

Boroboroton 暮露暮露団 tattered futon

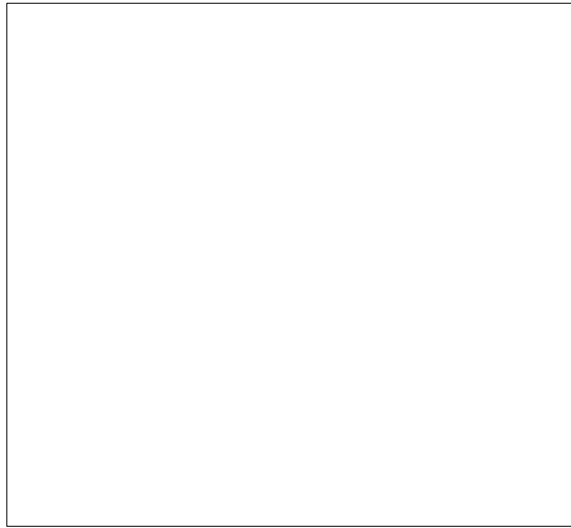


Appearance:

Description:

Magical Attributes:

Byakko 白虎 The White Tiger

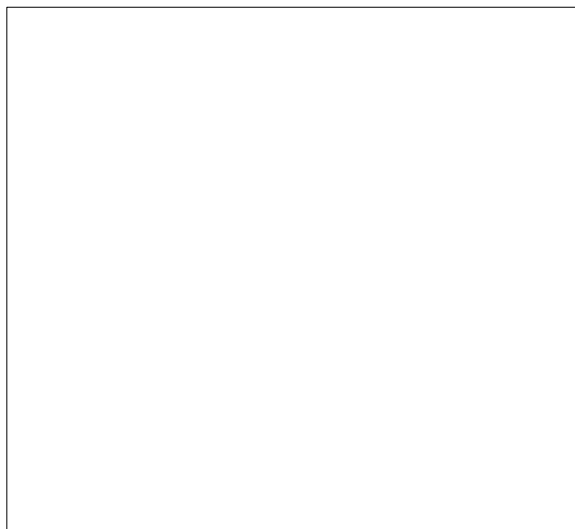


Appearance:

Description:

Magical Attributes:

Byōbunozoki 屏風闖 folding screen peeper

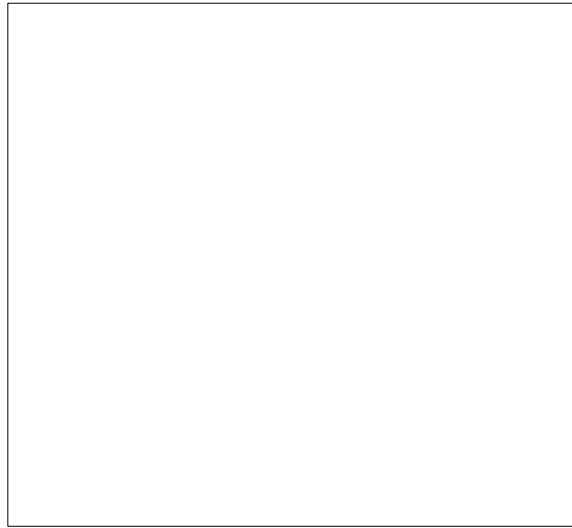


Appearance:

Description:

Magical Attributes:

Chiko 地狐 earth fox spirits

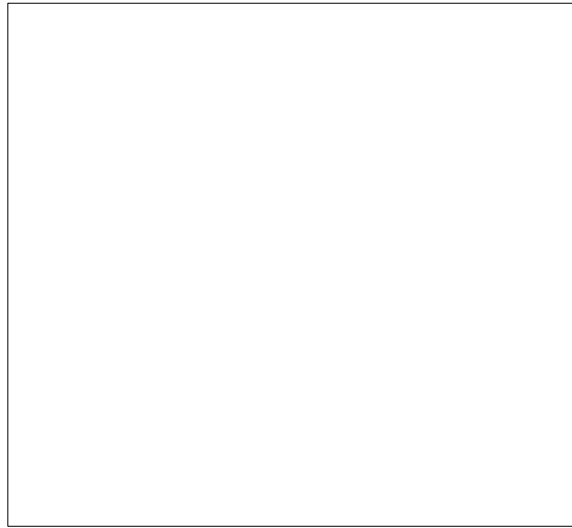


Appearance:

Description:

Magical Attributes:

Chōchinbi 提灯火 lantern lights

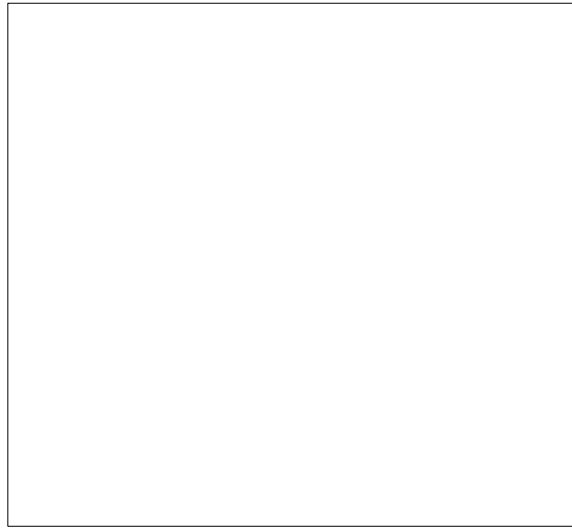


Appearance:

Description:

Magical Attributes:

Chōchin'obake 提灯お化け paper lantern ghost

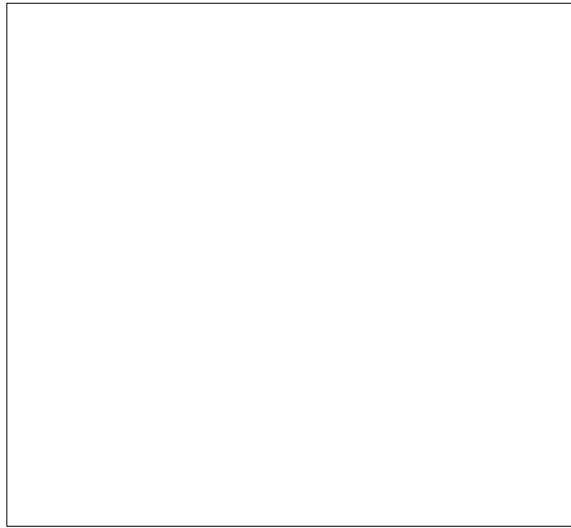


Appearance:

Description:

Magical Attributes:

Daidarabotchi 大座法師 a colossal yokai



Appearance:

Description:

Magical Attributes:

Danzaburou-danuki 団三郎狸 a tanuki commander



Appearance:

Description:

Magical Attributes:

Daruma doll 達磨 good fortune talismans

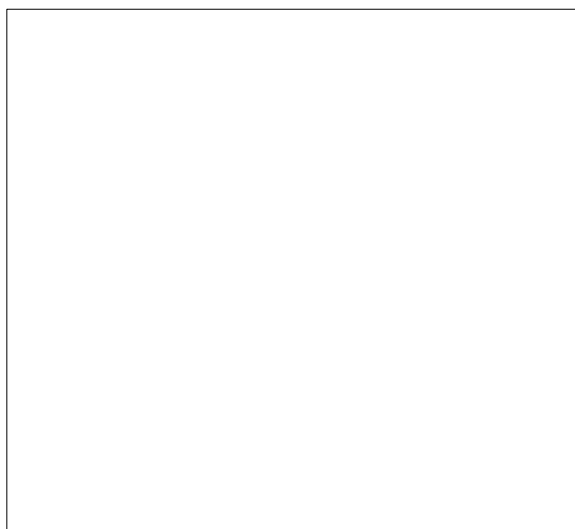


Appearance:

Description:

Magical Attributes:

Datsueba 奪衣婆 underworld ogress



Appearance:

Description:

Magical Attributes:

Dodomeki 百々目鬼 long-armed girl with bird eyes

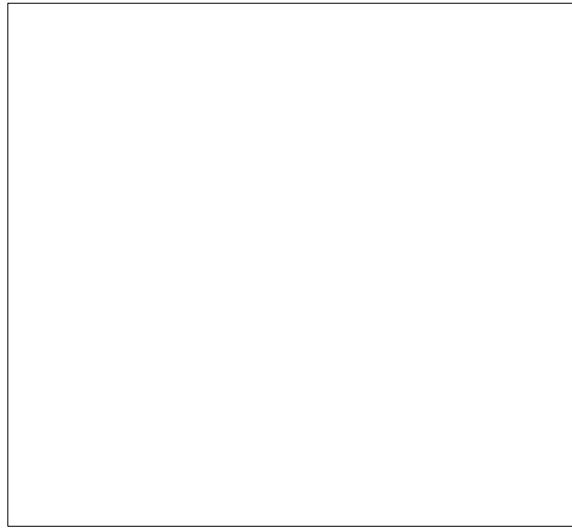


Appearance:

Description:

Magical Attributes:

Dōsojin 道祖神 road ancestor guardian stones

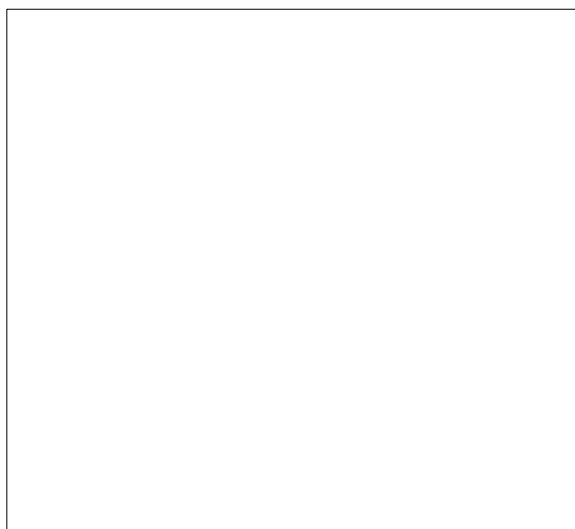


Appearance:

Description:

Magical Attributes:

Enenra 煙々羅 smoke spirits

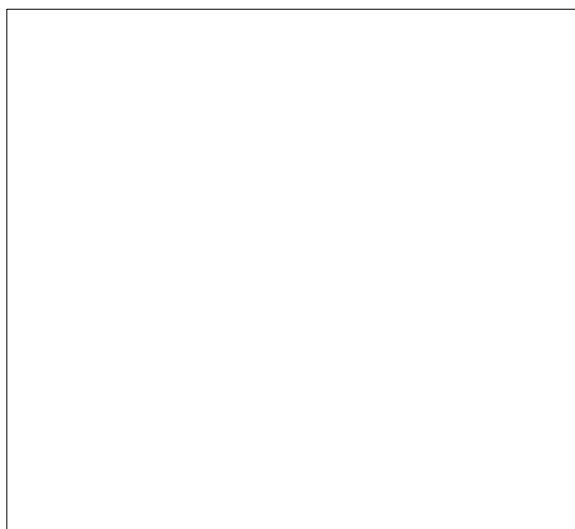


Appearance:

Description:

Magical Attributes:

Fèng huáng 鳳凰 'Chinese phoenix'

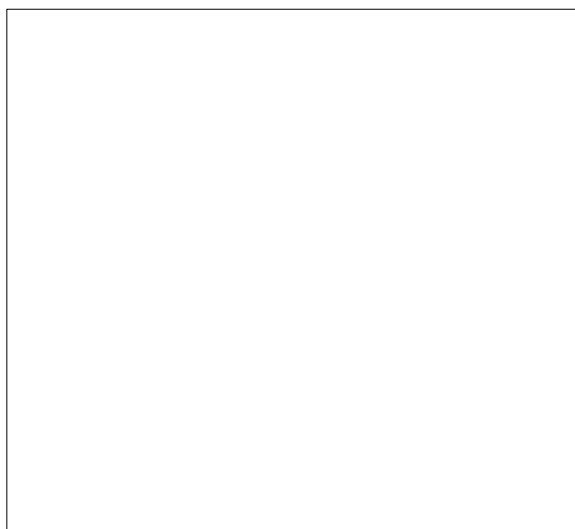


Appearance:

Description:

Magical Attributes:

Funayūrei 船幽霊 boat spirits

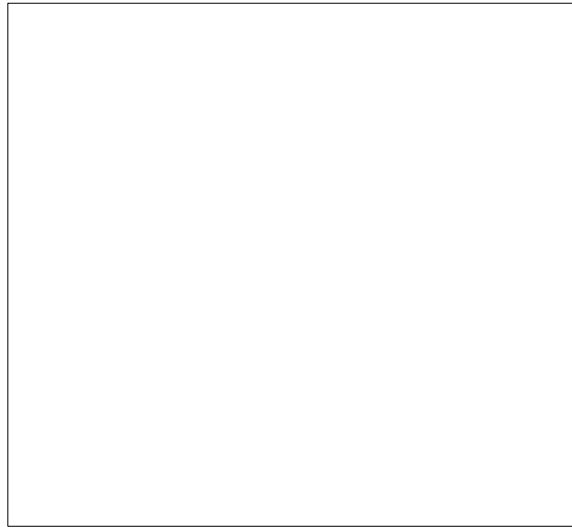


Appearance:

Description:

Magical Attributes:

Fūjin 風神 wind god

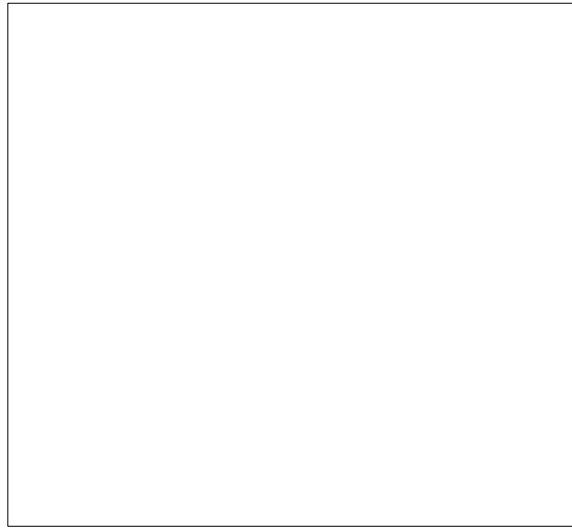


Appearance:

Description:

Magical Attributes:

Fukuro mujina 袋貉 badger spirits



Appearance:

Description:

Magical Attributes:

Furaribi ふらり火 dog-faced fire birds



Appearance:

Description:

Magical Attributes:

Futakuchi-onna 二口女 scary two-mouthed woman



Appearance:

Description:

Magical Attributes:

Gaki 餓鬼 hungry ghosts

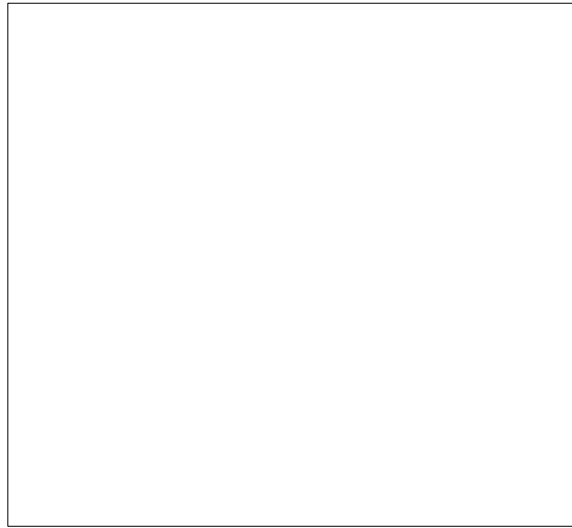


Appearance:

Description:

Magical Attributes:

Gashadokuro がしゃどくろ rattling skeletons



Appearance:

Description:

Magical Attributes:

Genbu 玄武 The Black Tortoise

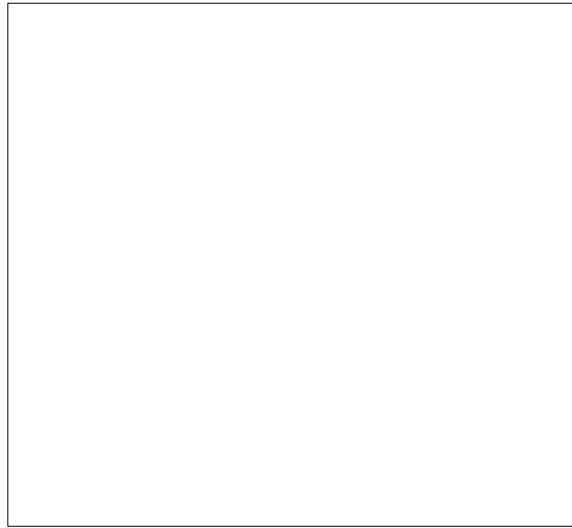


Appearance:

Description:

Magical Attributes:

Gozu 牛頭 a cthonic general

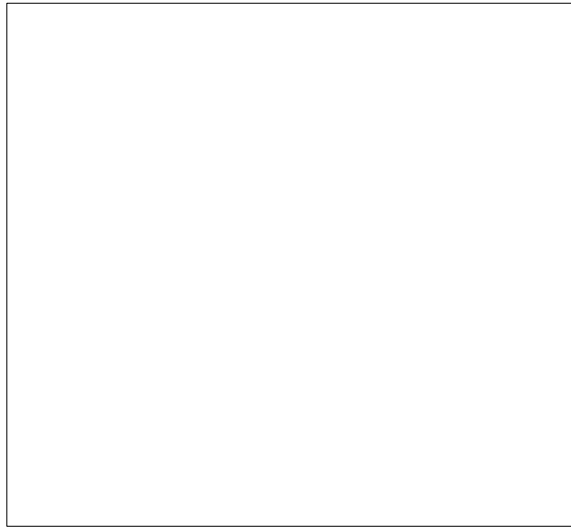


Appearance:

Description:

Magical Attributes:

Gumyocho 共命鳥 two headed birds

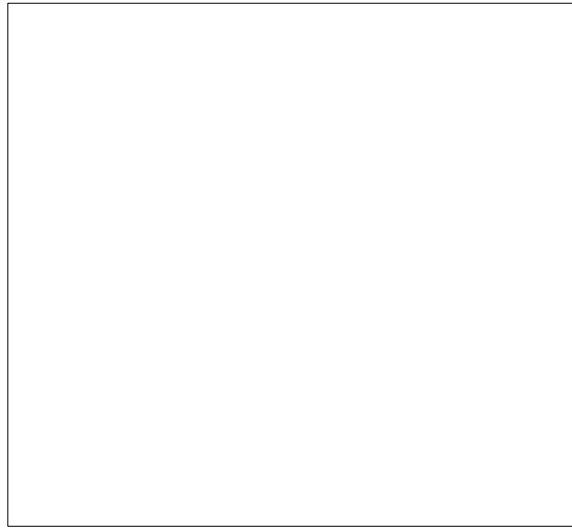


Appearance:

Description:

Magical Attributes:

Hahakigami 箒神 a spiritual broom spirit

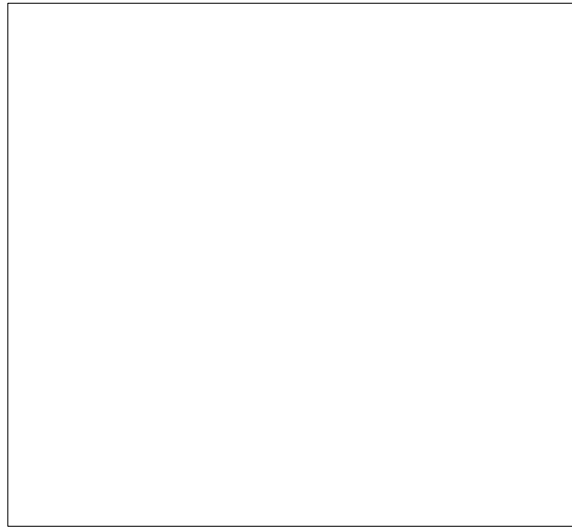


Appearance:

Description:

Magical Attributes:

Hakutaku 白澤 a sacred many-eyed chimera



Appearance:

Description:

Magical Attributes:

Hakuzōsu 白蔵主 a kitsune priest

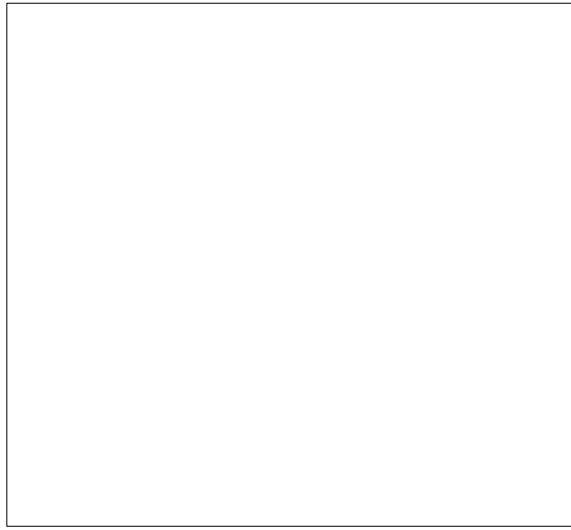


Appearance:

Description:

Magical Attributes:

Harionago 針女子 barbed woman

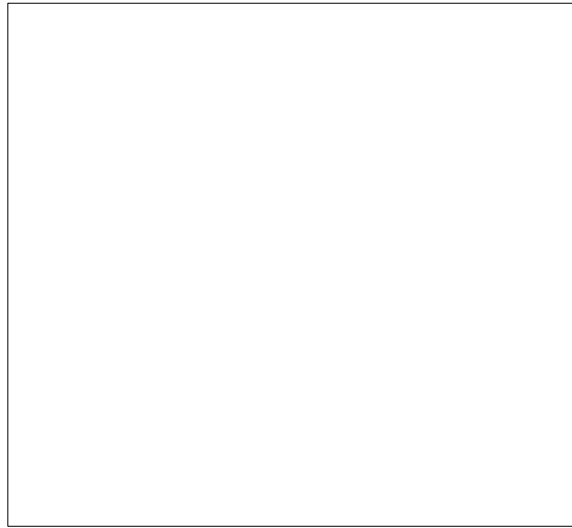


Appearance:

Description:

Magical Attributes:

Heikegani 平家蟹 heike crab

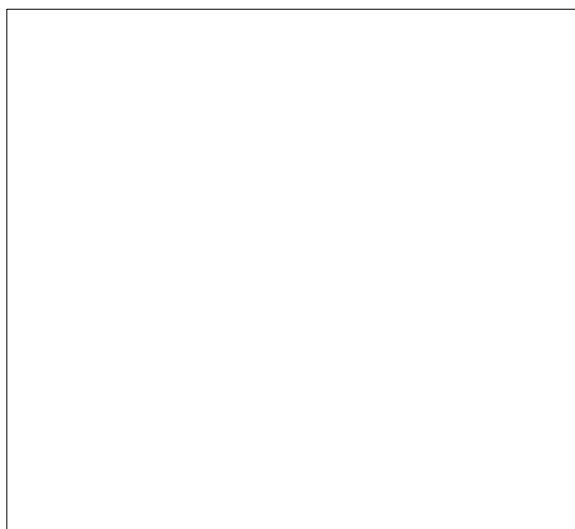


Appearance:

Description:

Magical Attributes:

Hibagon ヒバゴン japanese yeti

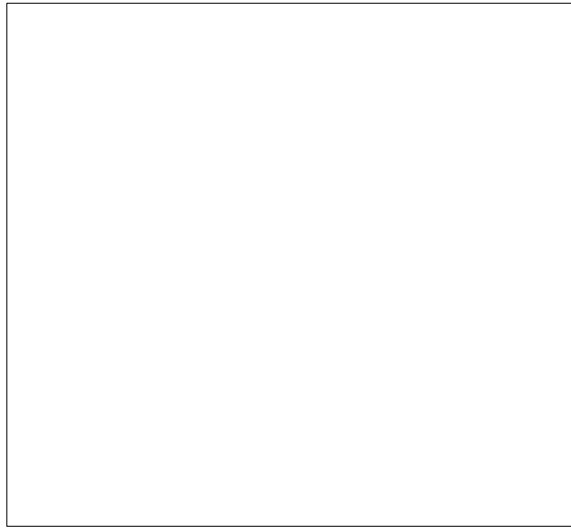


Appearance:

Description:

Magical Attributes:

Hitodama 人魂 fiery orbs of human souls

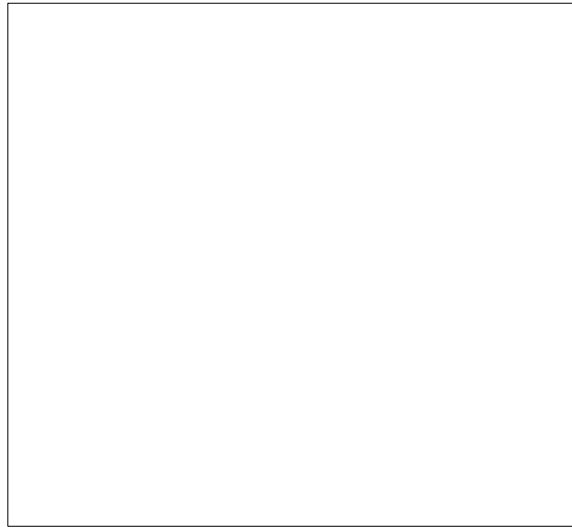


Appearance:

Description:

Magical Attributes:

Hitokai 人貝 shellfish prophecy yokai

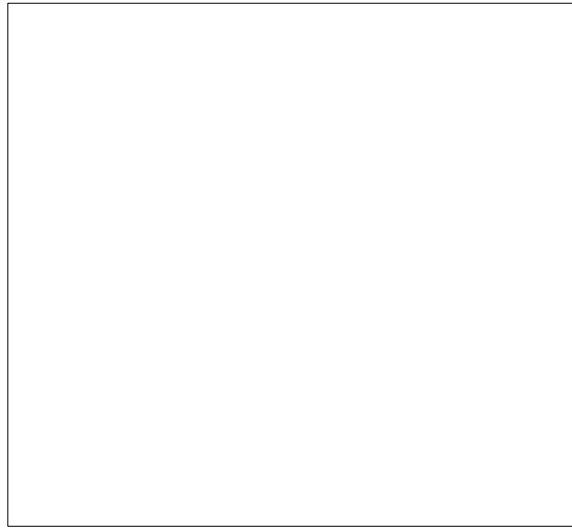


Appearance:

Description:

Magical Attributes:

Hitotsume-kozō 一つ目小僧 one eyed child



Appearance:

Description:

Magical Attributes:

Hitotsume-nyūdō 一目小僧 one eyed monk



Appearance:

Description:

Magical Attributes:

Hōō 鳳凰 the legendary bird

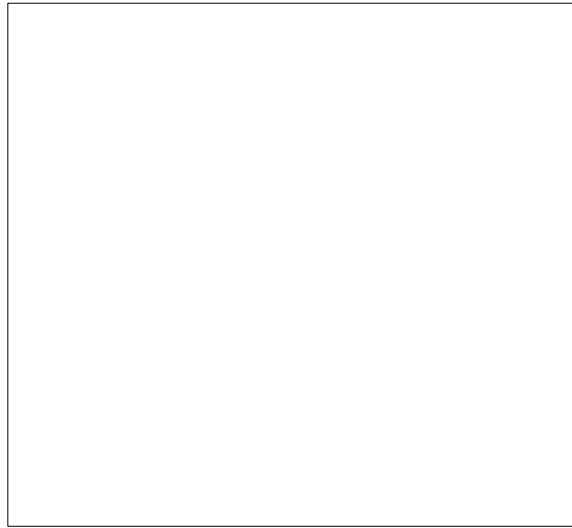


Appearance:

Description:

Magical Attributes:

Hōnengame 豊年亀 a prophecy turtle

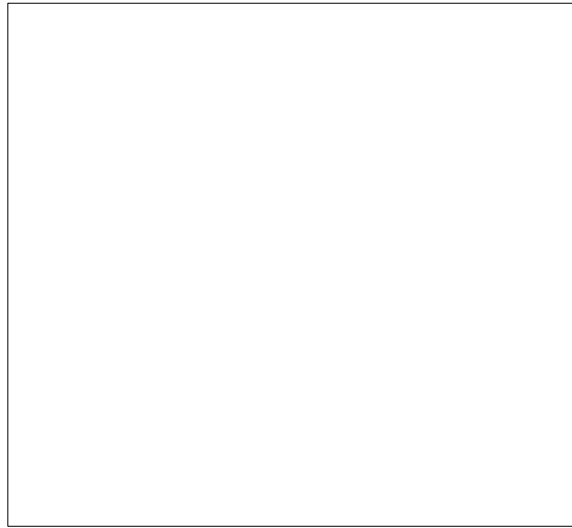


Appearance:

Description:

Magical Attributes:

Hone-onna 骨女 bone woman

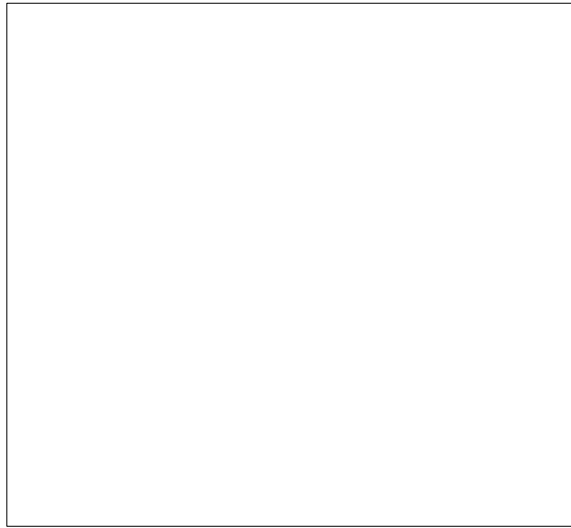


Appearance:

Description:

Magical Attributes:

Huli jing 狐狸精 fox spirits

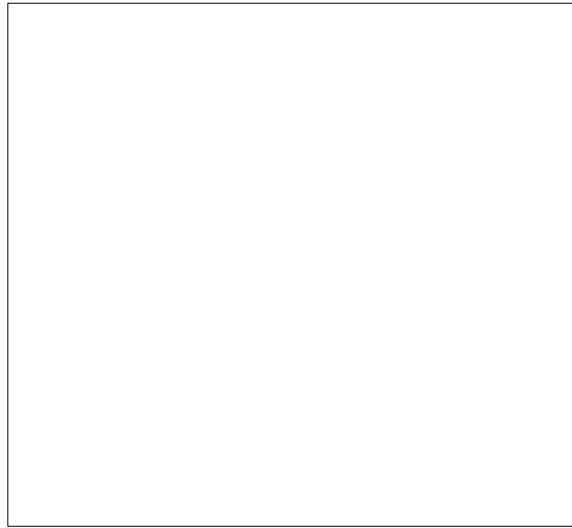


Appearance:

Description:

Magical Attributes:

Húxiān Niángniáng 狐仙娘娘 Fox Lady Immortal



Appearance:

Description:

Magical Attributes:

Hyōsube ひょうすべ hairy yokai that love eggplants

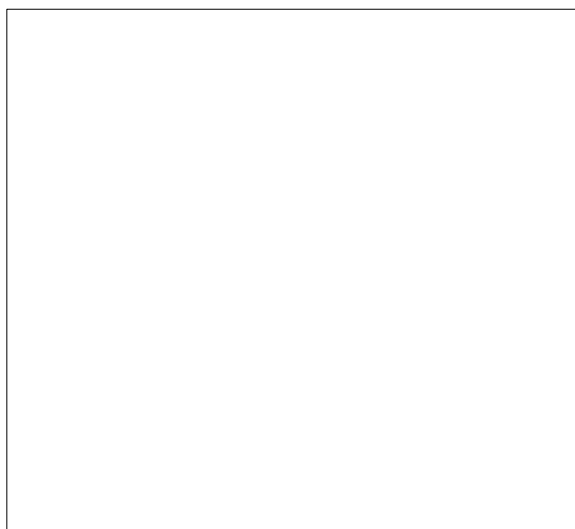


Appearance:

Description:

Magical Attributes:

Ikiryō 生霊 living ghost



Appearance:

Description:

Magical Attributes:

Ikuchi ゐくち a sea serpent

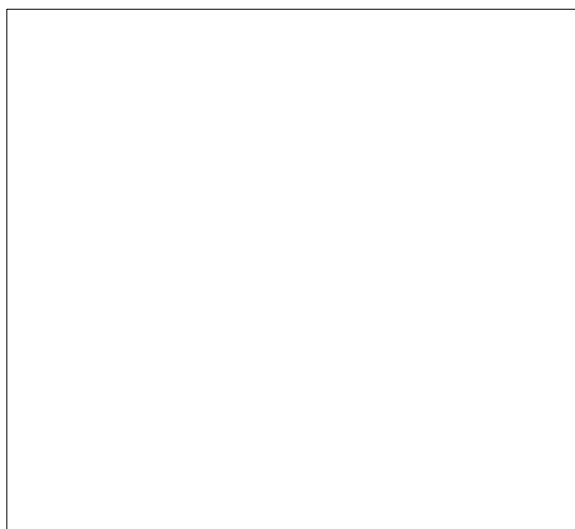


Appearance:

Description:

Magical Attributes:

Inari Ōkami 稲荷大神 kami of fox spirits

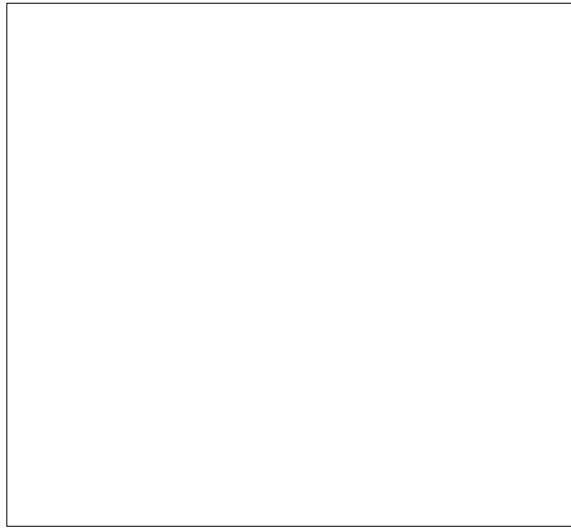


Appearance:

Description:

Magical Attributes:

Inugami Gyōbu 隠神刑部 tanuki with 808 kids

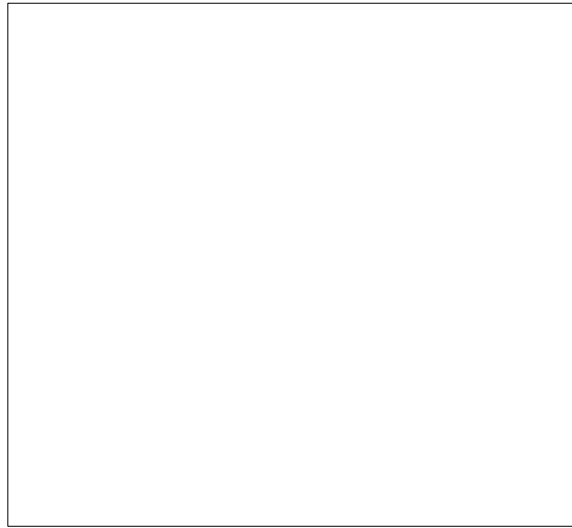


Appearance:

Description:

Magical Attributes:

Isonade 磯撫で a monstrous shark

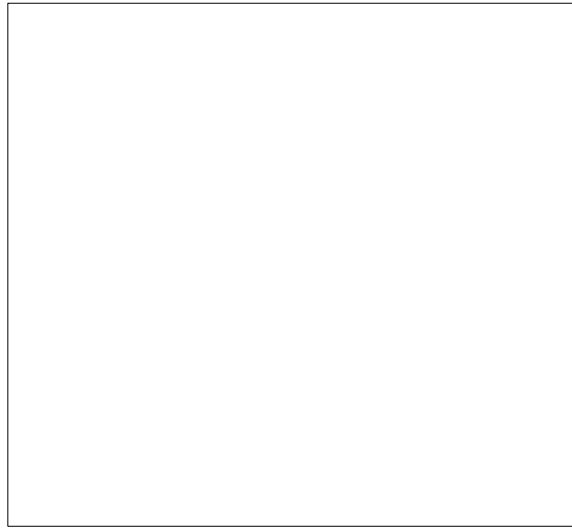


Appearance:

Description:

Magical Attributes:

Itsumade 以津真天 a haunting bird



Appearance:

Description:

Magical Attributes:

Ittan-momen 一反木綿 flying cloth yokai

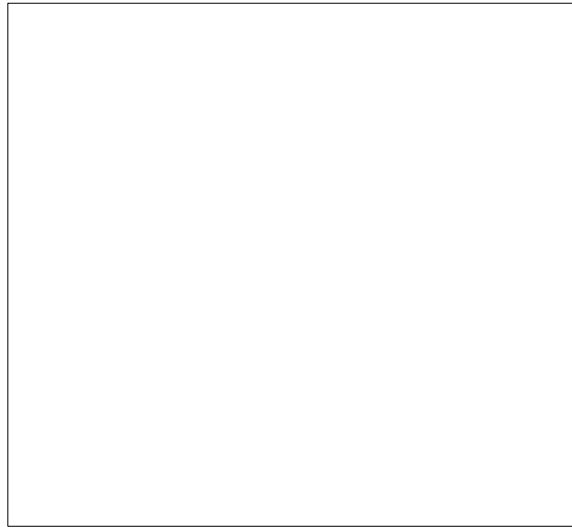


Appearance:

Description:

Magical Attributes:

Kamaitachi 鎌鼬 sickle weasels

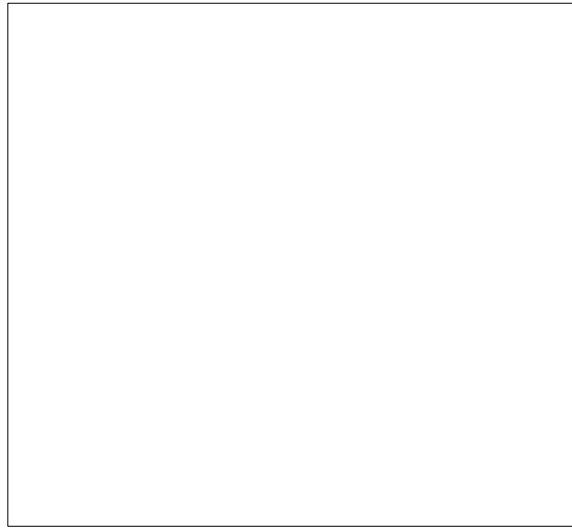


Appearance:

Description:

Magical Attributes:

Kanibito 蟹人 a crab-like prophecy yokai

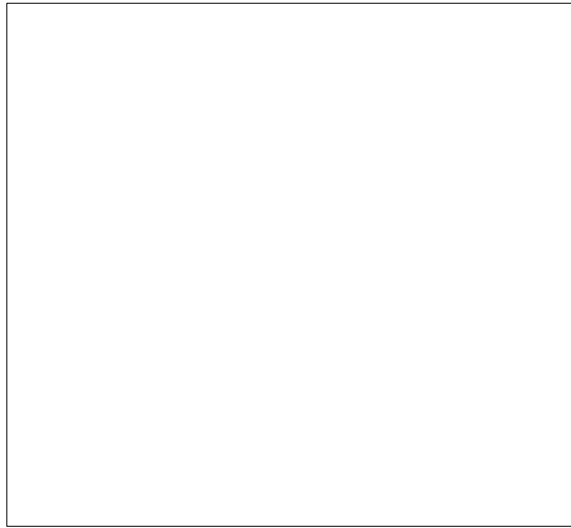


Appearance:

Description:

Magical Attributes:

Kappa 河童 river yokai

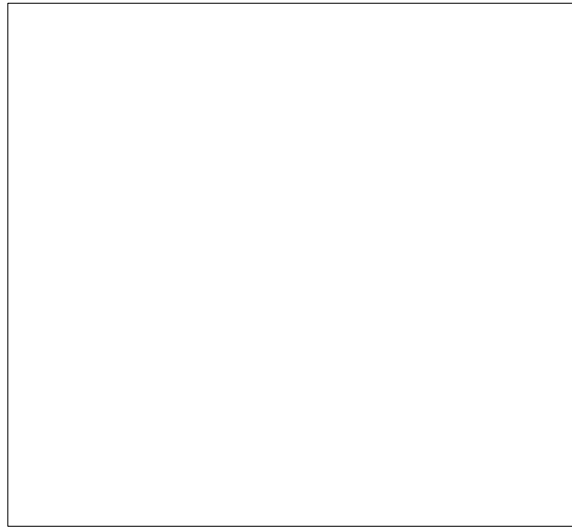


Appearance:

Description:

Magical Attributes:

Karyōbinga 迦陵頻伽 celestial birds

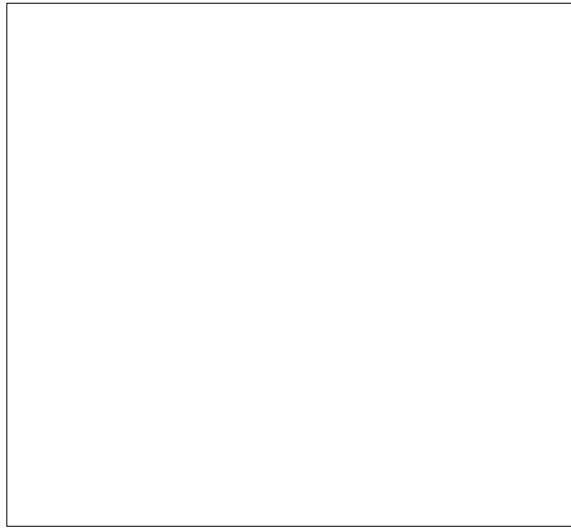


Appearance:

Description:

Magical Attributes:

Kasa-obake 傘おばけ one-eyed sentient umbrellas

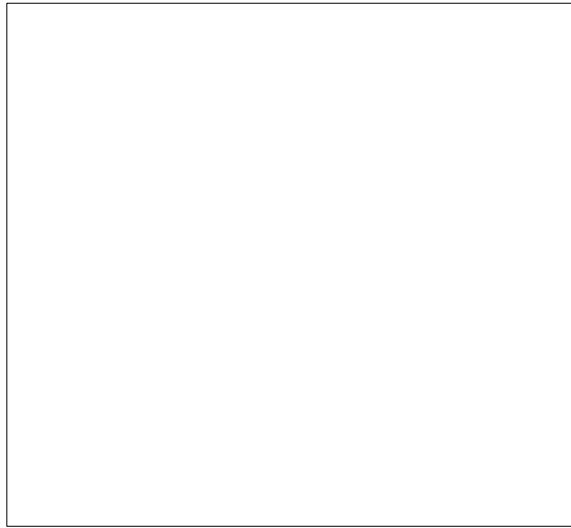


Appearance:

Description:

Magical Attributes:

Kijimuna 木の精 forest spirits

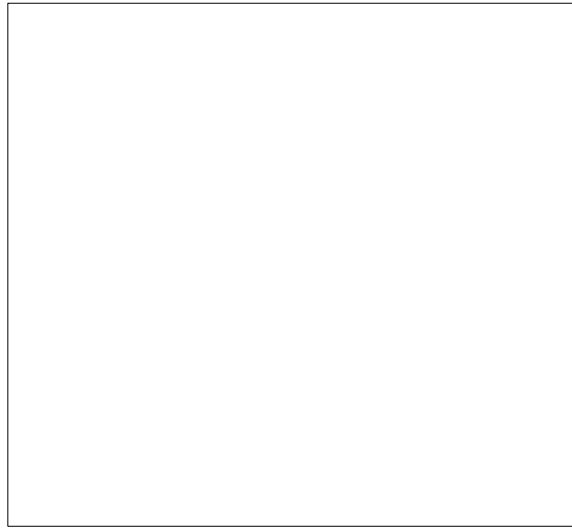


Appearance:

Description:

Magical Attributes:

Kiko 気狐 spirit foxes

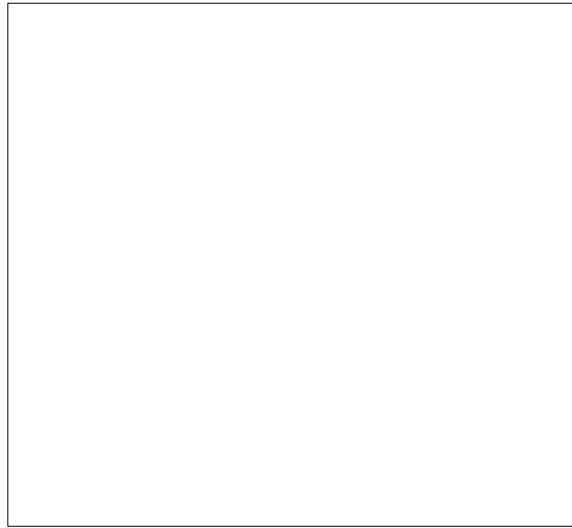


Appearance:

Description:

Magical Attributes:

Kirin 麒麟 holy deer-like chimerica

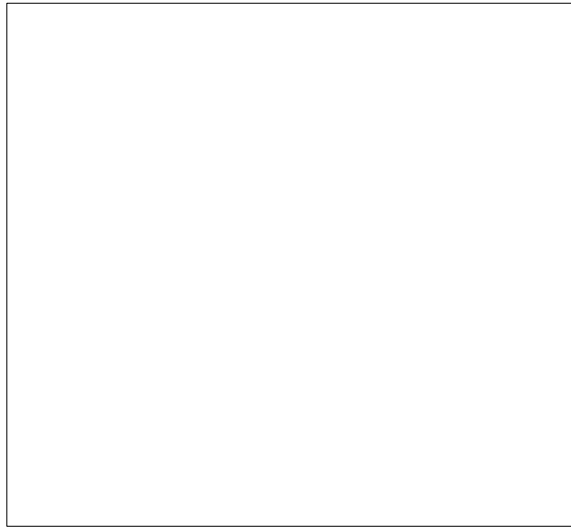


Appearance:

Description:

Magical Attributes:

Kitsune 狐 fox spirits

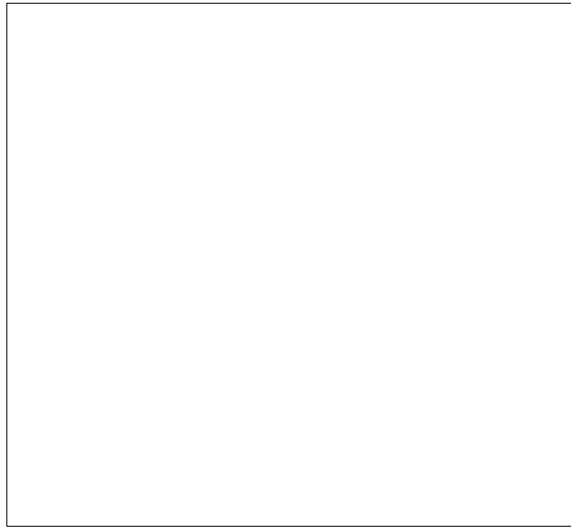


Appearance:

Description:

Magical Attributes:

Kitsunebi 狐火 foxfire



Appearance:

Description:

Magical Attributes:

Kodama 木霊 – tree spirits

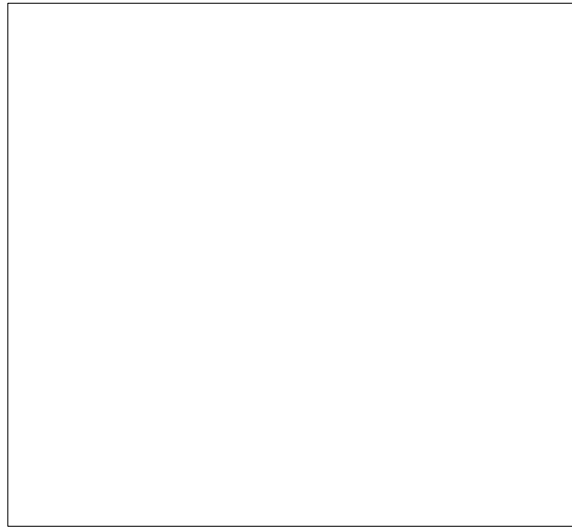


Appearance:

Description:

Magical Attributes:

Komainu 狛犬 lion dog guardian spirits

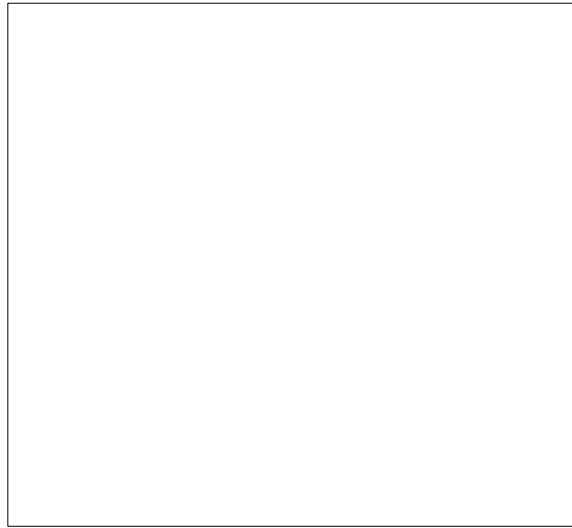


Appearance:

Description:

Magical Attributes:

Kotobuki 寿 zodiacal chimera

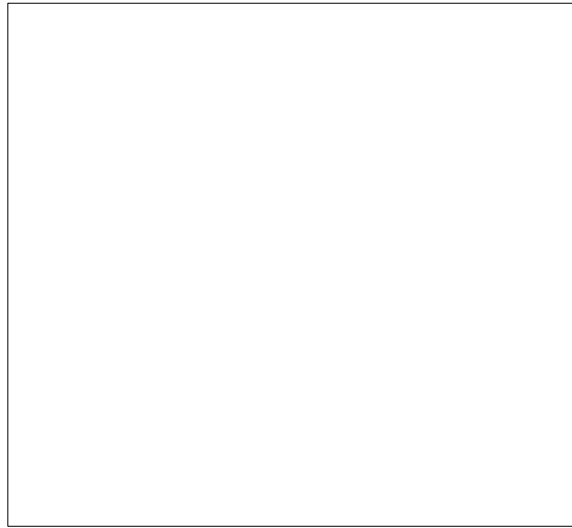


Appearance:

Description:

Magical Attributes:

koto-furunushi 琴古主 sentient koto

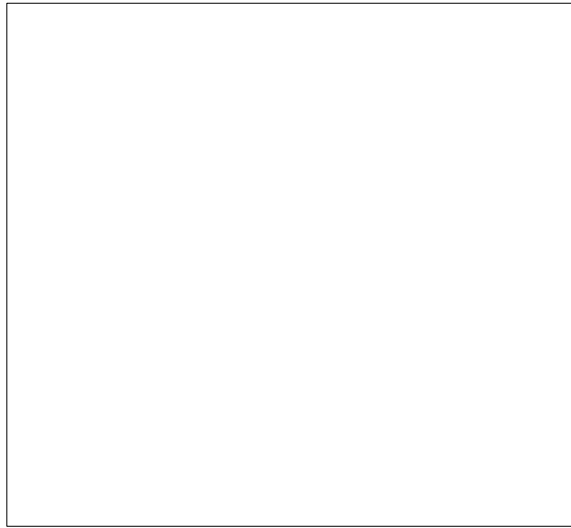


Appearance:

Description:

Magical Attributes:

Kuda-gitsune 管狐 divinatory fox spirits

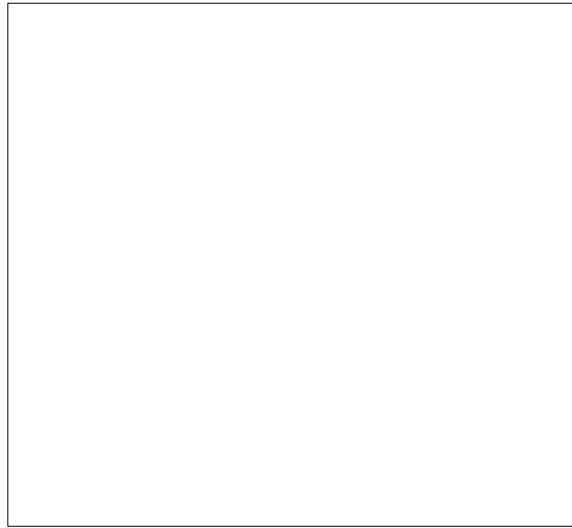


Appearance:

Description:

Magical Attributes:

Kudan 件 human-faced bovine

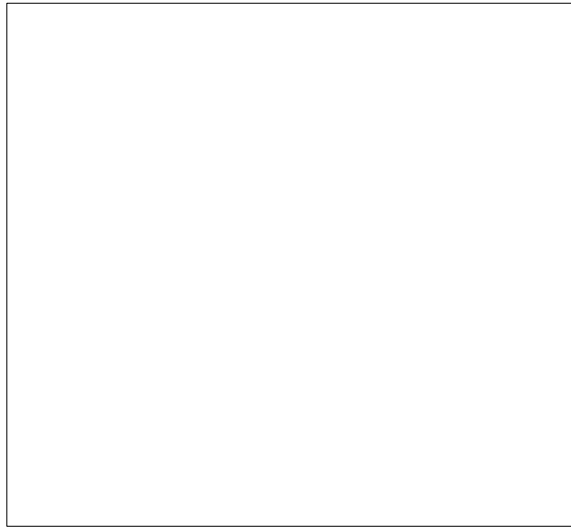


Appearance:

Description:

Magical Attributes:

Kūko 空狐 sky fox

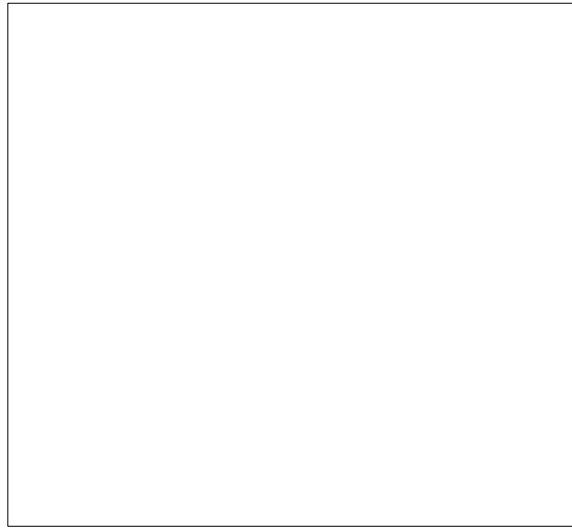


Appearance:

Description:

Magical Attributes:

Kuzuryū 九頭龍 nine-headed dragon deity

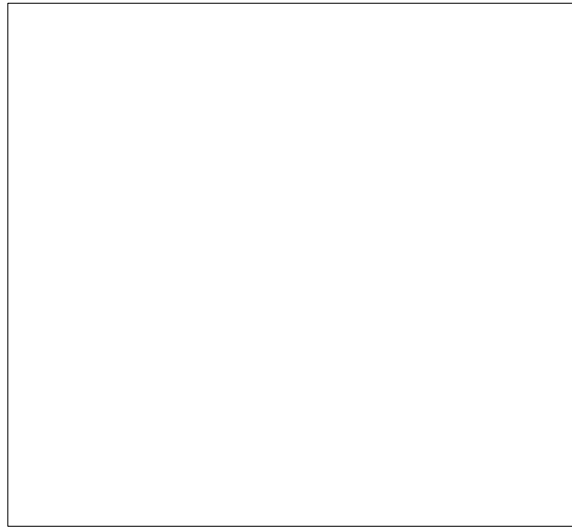


Appearance:

Description:

Magical Attributes:

Makuragaeshi 反枕 pillow flipper



Appearance:

Description:

Magical Attributes:

Maneki neko 招き猫 beckoning cat



Appearance:

Description:

Magical Attributes:

Mezu 馬頭 a cthonic general

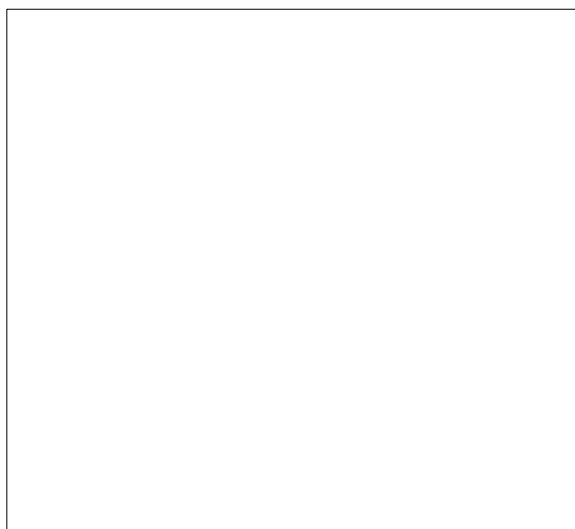


Appearance:

Description:

Magical Attributes:

Minogame 蓑亀 raincoat turtle



Appearance:

Description:

Magical Attributes:

Mononoke 物の怪 changed and dangerous yokai

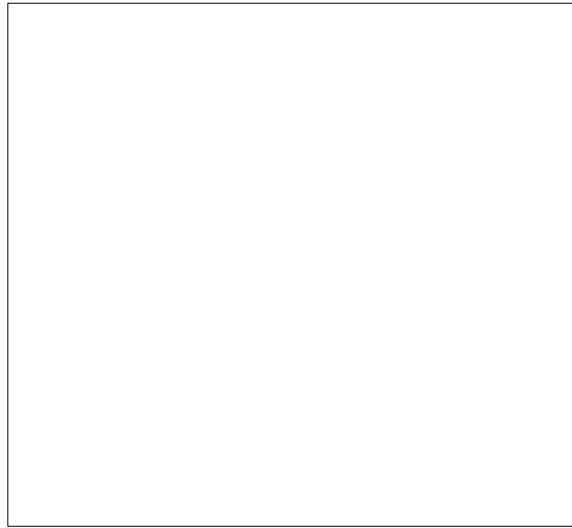


Appearance:

Description:

Magical Attributes:

Nekomata 猫又 malevolent cats

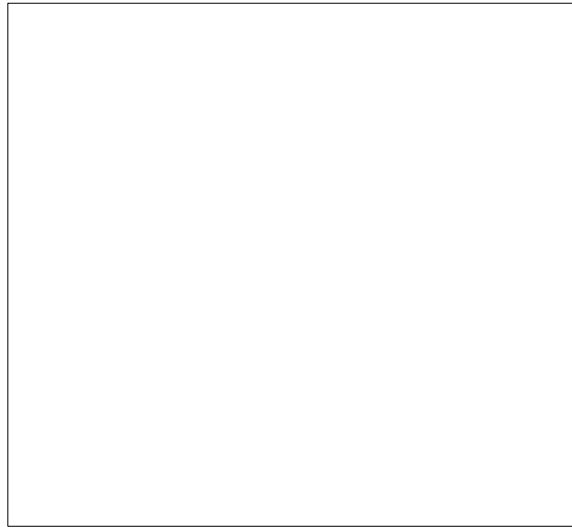


Appearance:

Description:

Magical Attributes:

Ninmenju 人面樹 human faced trees

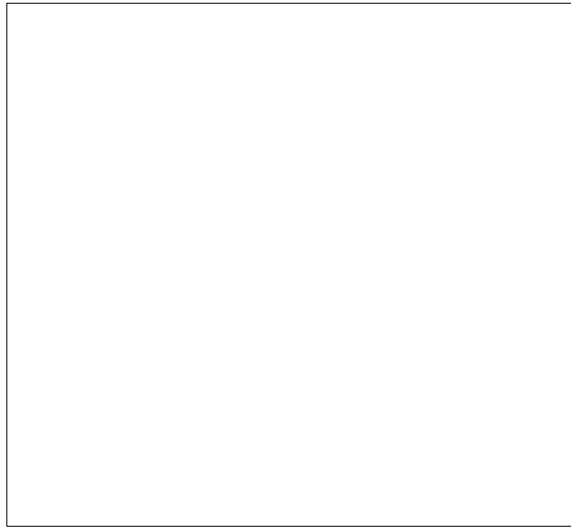


Appearance:

Description:

Magical Attributes:

Nue 鵺 a legendary chimerical yokai

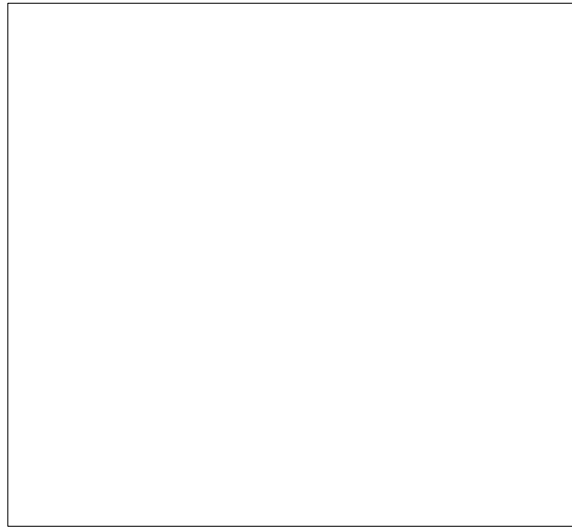


Appearance:

Description:

Magical Attributes:

Nukekubi 抜け首 yokai that remove their heads

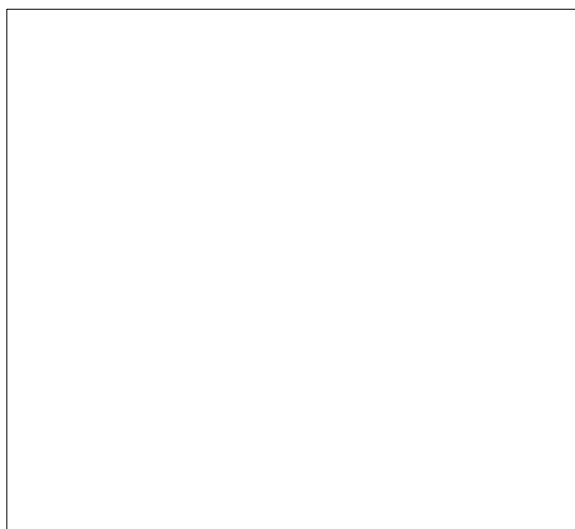


Appearance:

Description:

Magical Attributes:

Ōgama 大蝦蟇 giant toad

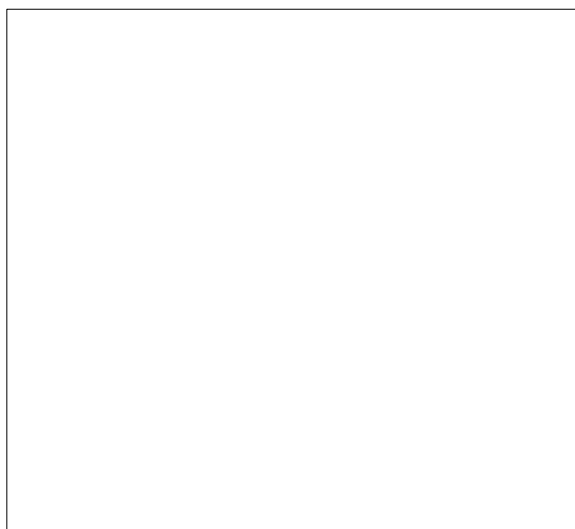


Appearance:

Description:

Magical Attributes:

Omukade 大百足 giant centipede

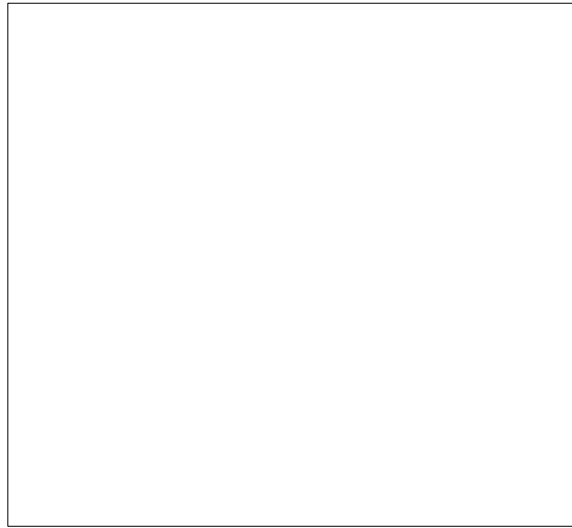


Appearance:

Description:

Magical Attributes:

Onamazu 大鯰 giant catfish

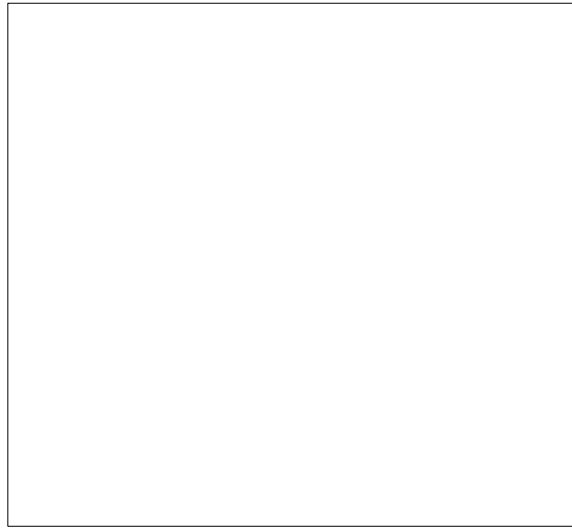


Appearance:

Description:

Magical Attributes:

Oni 鬼 demons

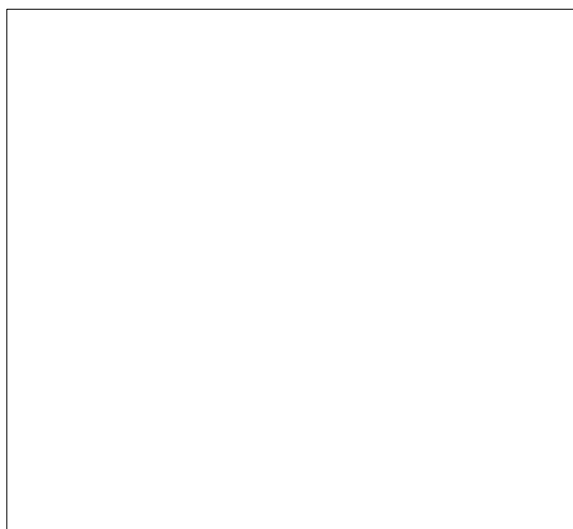


Appearance:

Description:

Magical Attributes:

Onibi 鬼火 demon fire

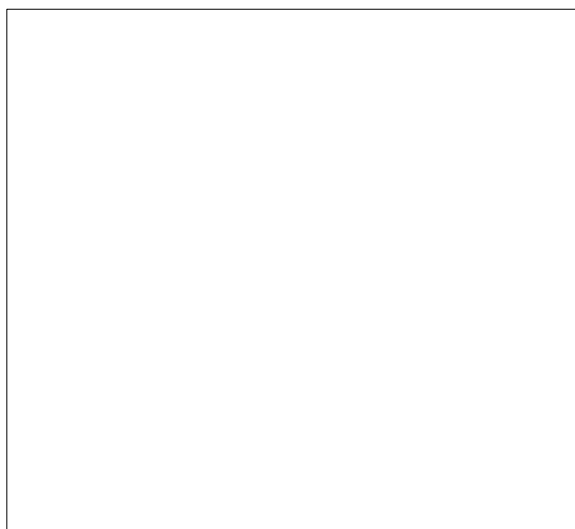


Appearance:

Description:

Magical Attributes:

Onryō 怨霊 vengeful spirits

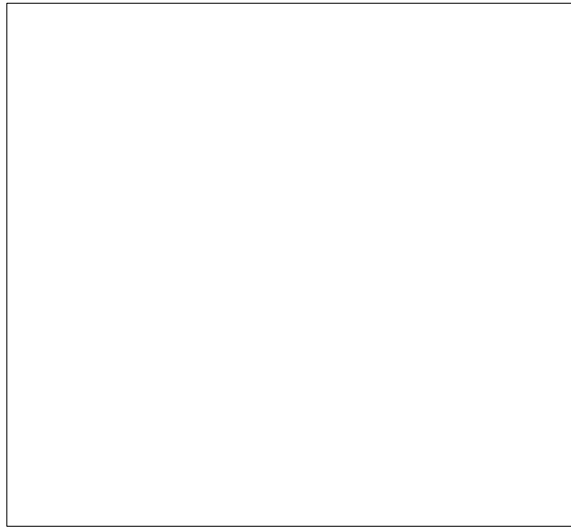


Appearance:

Description:

Magical Attributes:

Otoroshi おとろし liminal creatures

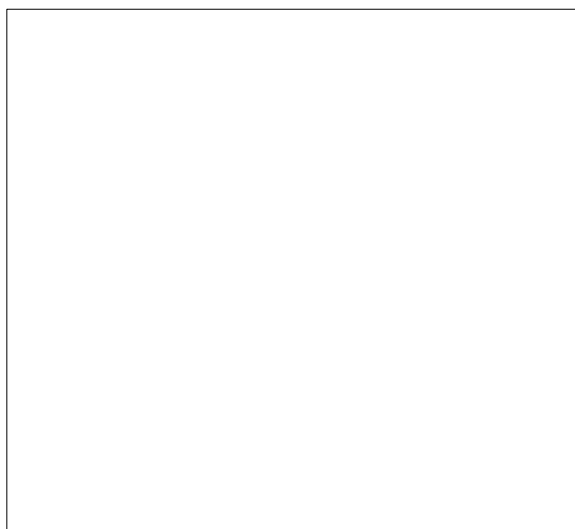


Appearance:

Description:

Magical Attributes:

Raijin 雷神 thunder god

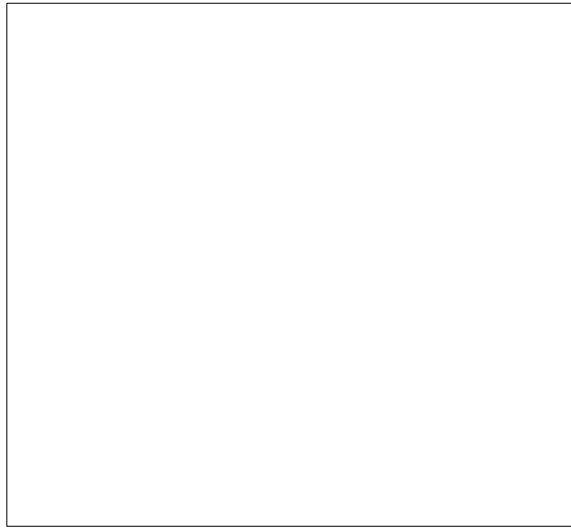


Appearance:

Description:

Magical Attributes:

Raijū 雷獣 thunder beasts



Appearance:

Description:

Magical Attributes:

Seiryu 青竜 The Azure Dragon



Appearance:

Description:

Magical Attributes:

Shibaemon-tanuki 芝右衛門狸 legendary tanuki

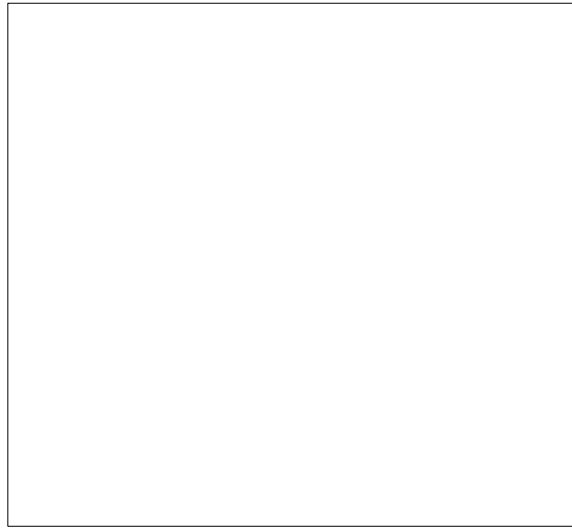


Appearance:

Description:

Magical Attributes:

Shikigami 式神 ceremonial spirits



Appearance:

Description:

Magical Attributes:

Shirime 尻目 buttocks eye

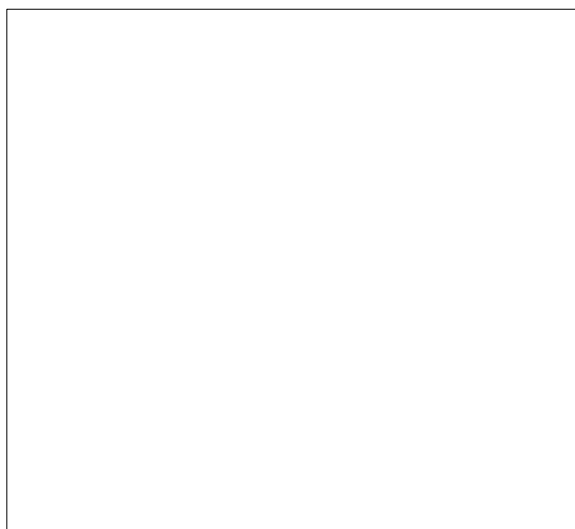


Appearance:

Description:

Magical Attributes:

Shīsā シーサー lion-dog guardians

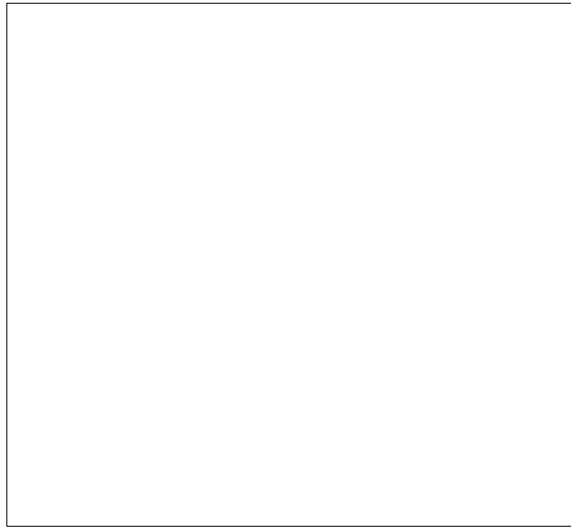


Appearance:

Description:

Magical Attributes:

Shōjō 猩猩 a sake loving yokai

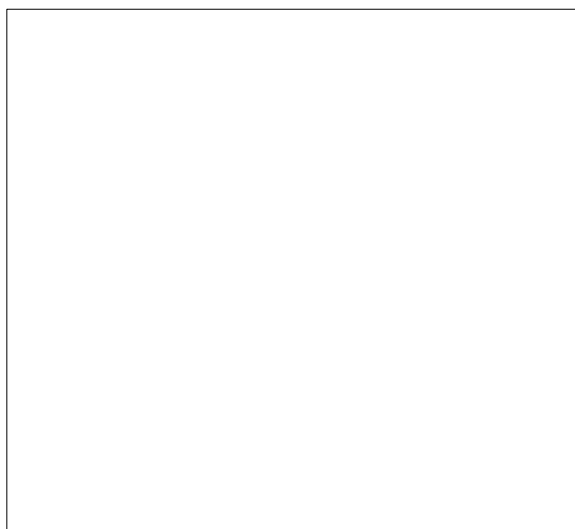


Appearance:

Description:

Magical Attributes:

Shōkera しょうけら mole cricket spirit

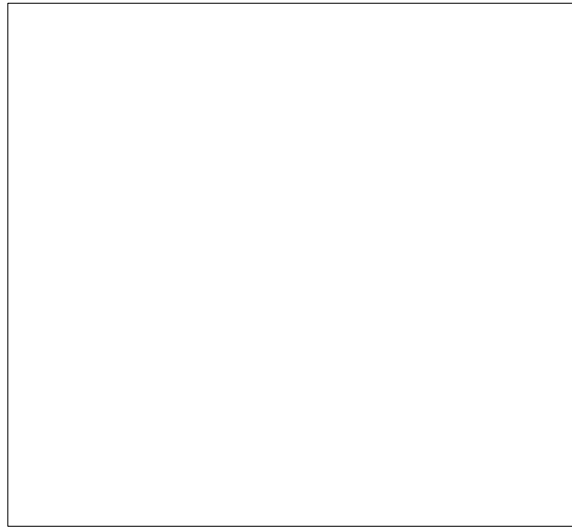


Appearance:

Description:

Magical Attributes:

Sōjōbō 僧正坊 the tengu king

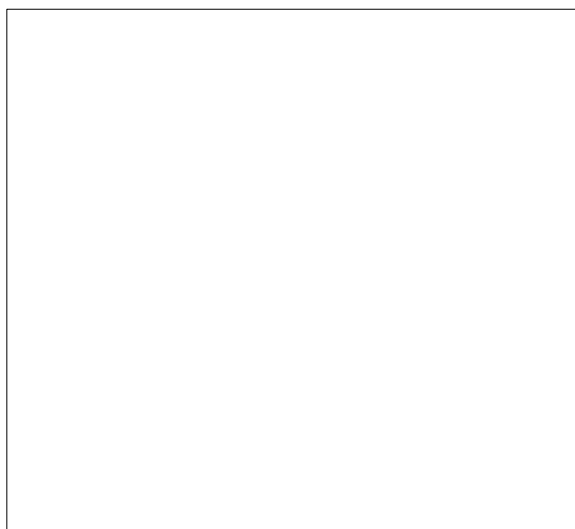


Appearance:

Description:

Magical Attributes:

Suzaku 朱雀 The Vermilion Bird

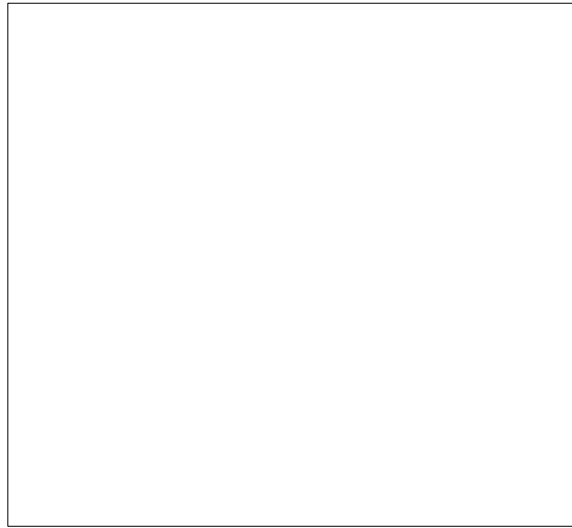


Appearance:

Description:

Magical Attributes:

Suzuhiko hime 鈴彦姫 bell maidens



Appearance:

Description:

Magical Attributes:

Tanuki 狸 supernatural racoon-dogs

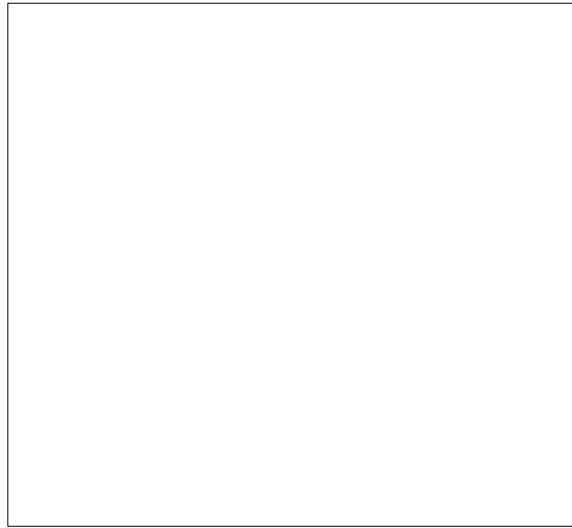


Appearance:

Description:

Magical Attributes:

Tatsu 龍 dragons

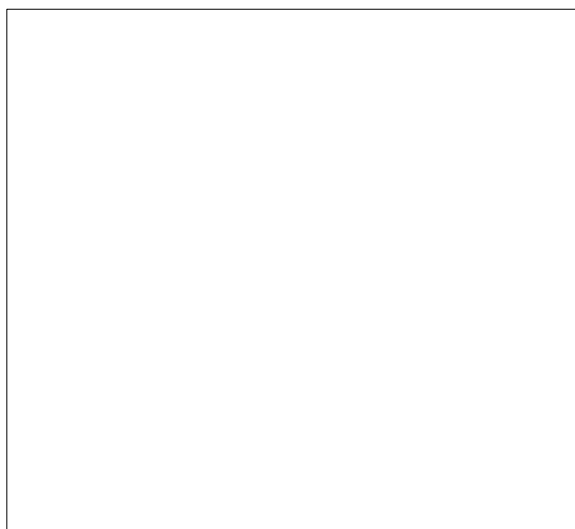


Appearance:

Description:

Magical Attributes:

Tenka 天火 fiery ghost lights

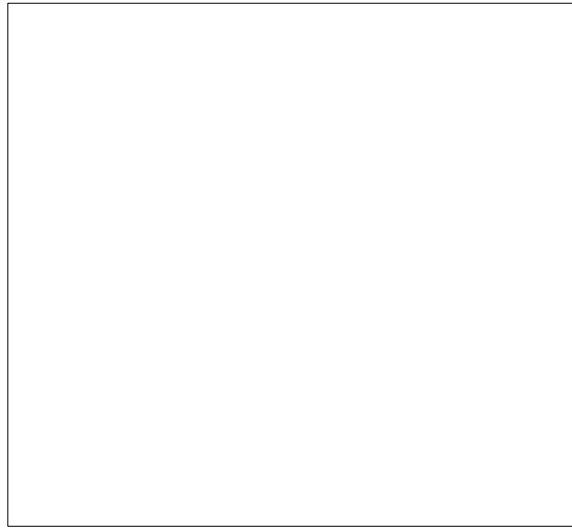


Appearance:

Description:

Magical Attributes:

Tenko 天狐 heavenly fox spirits



Appearance:

Description:

Magical Attributes:

Tengu 天狗 human/monkey/avian yokai

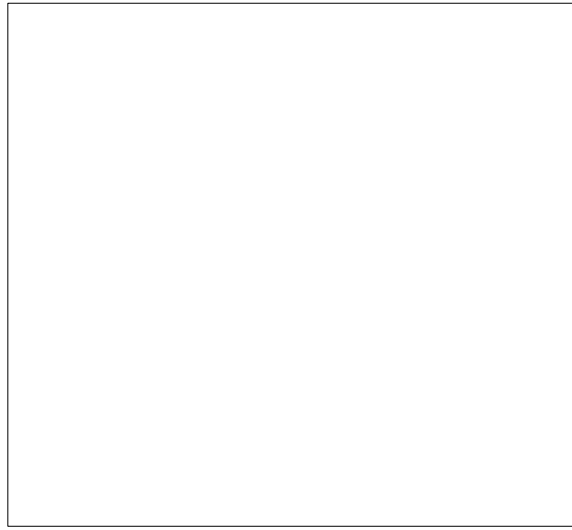


Appearance:

Description:

Magical Attributes:

Tennin 天人 heavenly person – angels

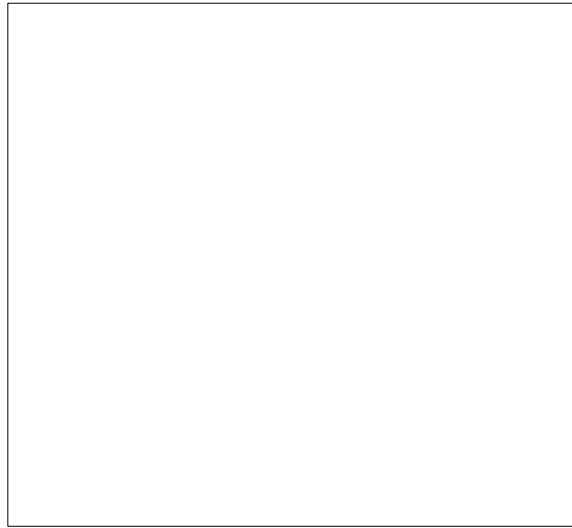


Appearance:

Description:

Magical Attributes:

Tenome 手の目 monks with eyes in their hands



Appearance:

Description:

Magical Attributes:

Tamamo-no-Mae 玉藻前 legendary nine-tailed kitsune

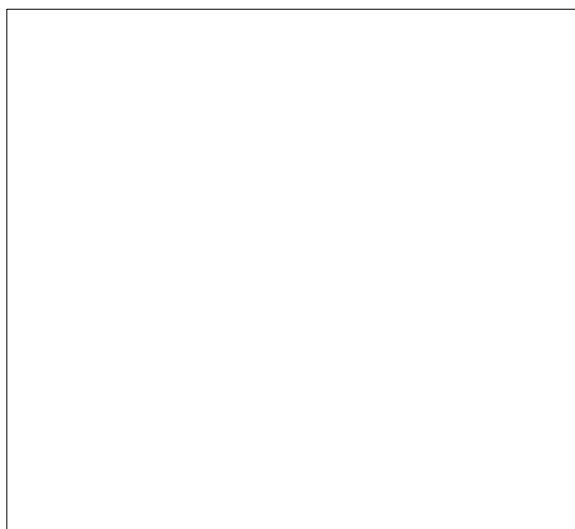


Appearance:

Description:

Magical Attributes:

Tōfu-kozō 豆腐小僧 tofu boy

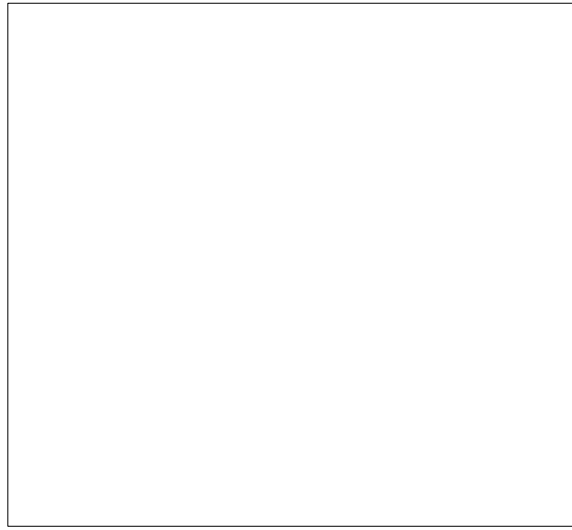


Appearance:

Description:

Magical Attributes:

Tsukumogami 付喪神 sentient objects

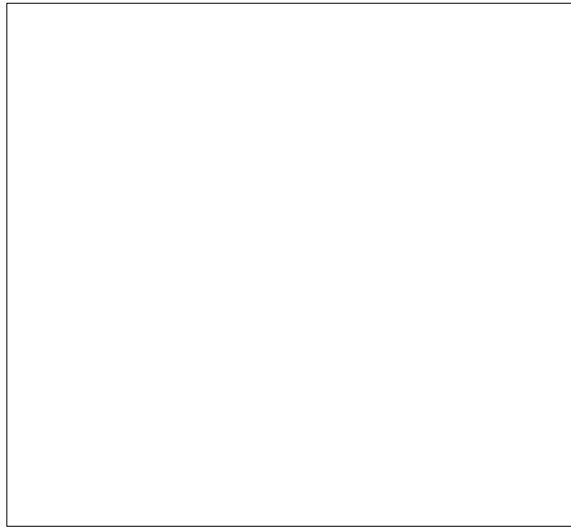


Appearance:

Description:

Magical Attributes:

Ungaikyō 雲外鏡 yokai mirror

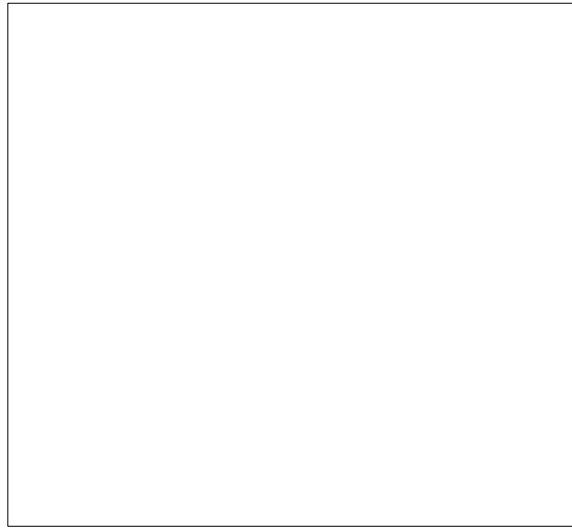


Appearance:

Description:

Magical Attributes:

Ushi-Oni 牛鬼 spider-like ox demons

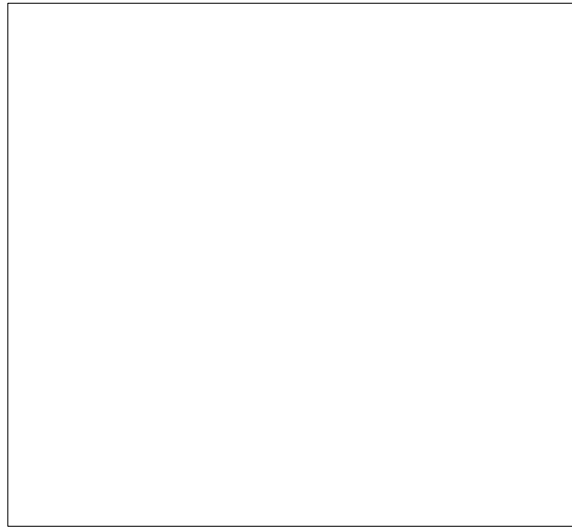


Appearance:

Description:

Magical Attributes:

Uwabami 蟒蛇 giant snakes

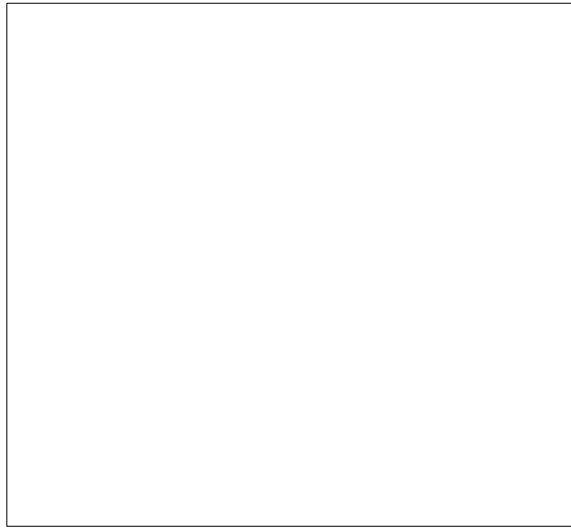


Appearance:

Description:

Magical Attributes:

Wani 和邇 sea dragons

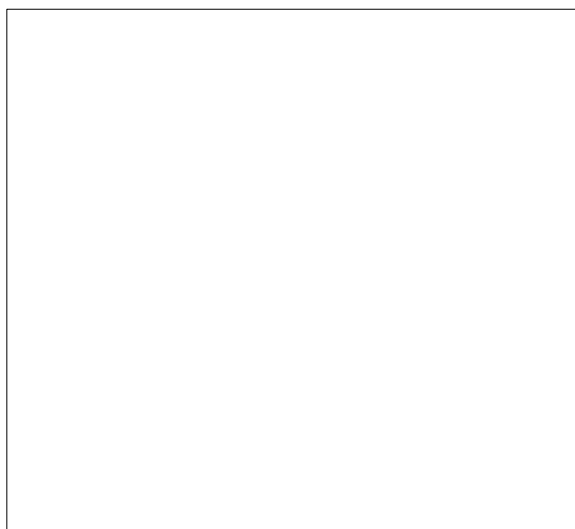


Appearance:

Description:

Magical Attributes:

Yamabiko 山彦 mountain boy

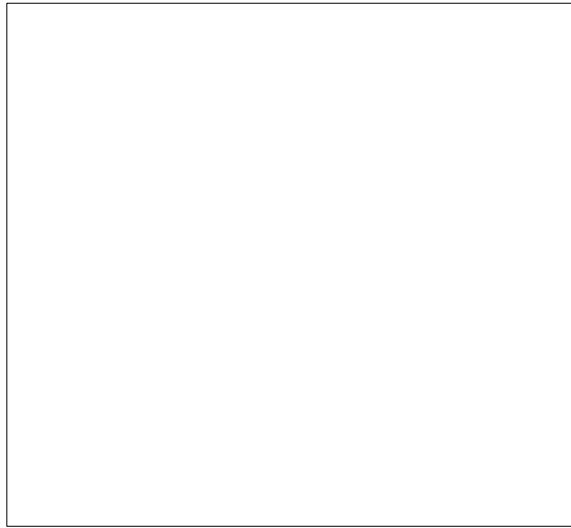


Appearance:

Description:

Magical Attributes:

Yūrei 幽霊 – ghosts

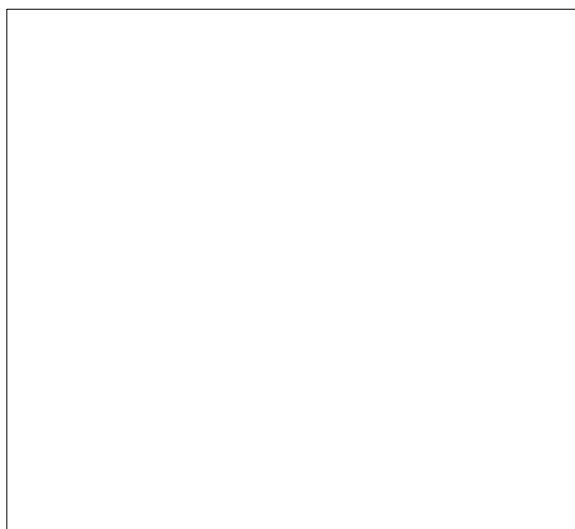


Appearance:

Description:

Magical Attributes:

Yanari 家鳴 – poltergeist yokai

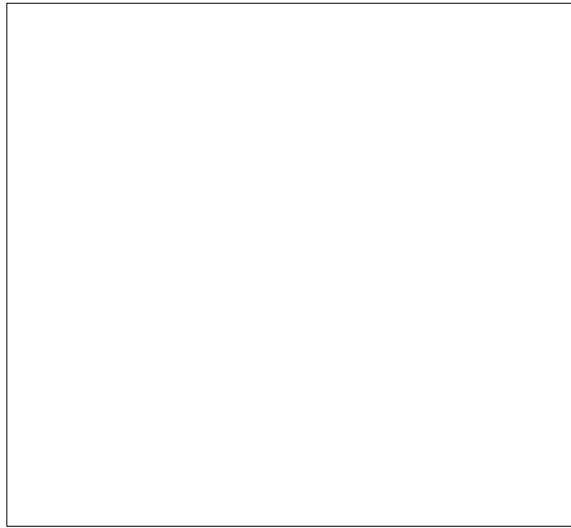


Appearance:

Description:

Magical Attributes:

Yashima no Hage-tanuki 屋島の禿狸 a famous tanuki

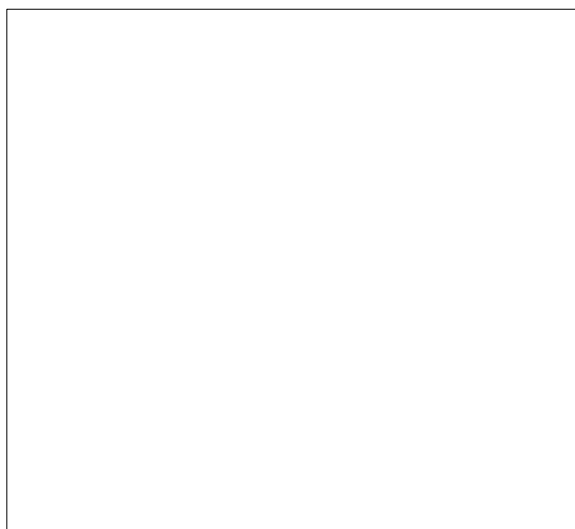


Appearance:

Description:

Magical Attributes:

Yobuko 呼子 calling child

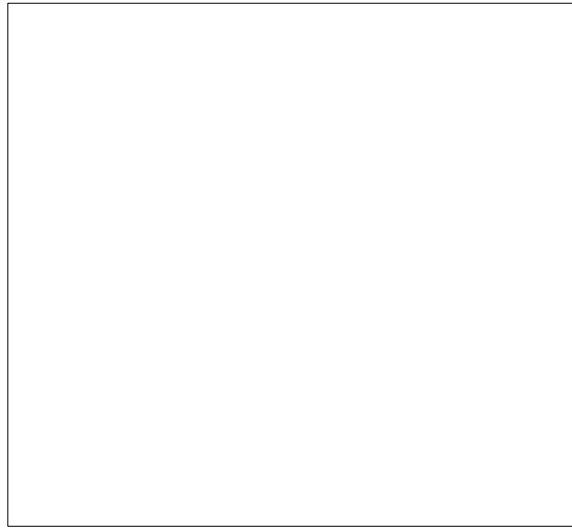


Appearance:

Description:

Magical Attributes:

Yaoguai 妖怪

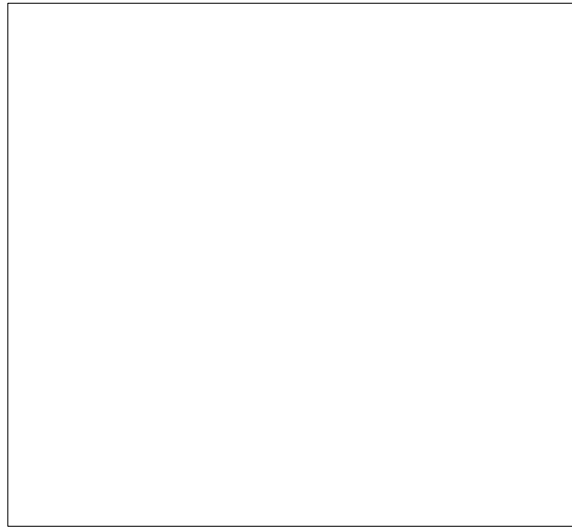


Appearance:

Description:

Magical Attributes:

Yōsei 妖精 bewitching spirit – fairies



Appearance:

Description:

Magical Attributes:

Suggested Reading and Bibliography

For wonderful illustrations and in-depth yokai information:

Matthew Meyer - The Night Parade of One Hundred Demons: A Field Guide to Japanese Yokai, Matthew Meyer 2015

Matthew Meyer - The Hour of Meeting Evil Spirits: An Encyclopedia of Mononoke and Magic (Yokai), Matthew Meyer 2015

Matthew Meyer - The Book of the Hakutaku: A Bestiary of Japanese Monsters (Yokai), Matthew Meyer 2019

Matthew Meyer maintains the website: www.Yokai.com

For information about banishing rituals and magic:

Andrieh Vitimus - Hands-On Chaos Magic: Reality Manipulation through the Ovayki Current, Llewellyn Publications 2009

Chic Cicero and Sandra Tabatha Cicero - Self-Initiation Into the Golden Dawn Tradition: A Complete Curriculum of Study for Both the Solitary Magician and the Working Magical Group, Llewellyn Publications 2002

Aleister Crowley – The Book of Lies, Samuel Weiser 1986

Aleister Crowley, S.L. MacGregor Mathers, F.C. Conybear - The Three Magical Books of Solomon: The Greater and Lesser Keys & The Testament of Solomon, Mockingbird Press 2017

For an in-depth look at fu talismans:

Benebell Wen – The Tao of Craft, North Atlantic Books 2016

Books related to Fox magic and Chinese magic:

Jason Read – Fox Magic, Mandrake of Oxford 2021

Jason Read – Luban, Mandrake of Oxford 2023

For a great example of utilizing mirrors in western ceremonial magic, as well as a great book on planetary magick:

Melita Denning and Osborne Phillips - Planetary Magick: Invoking and Directing the Powers of the Planets (The Magical Philosophy, 4), Llewellyn Publications 2011

Notes

